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See pg. 72

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# ELECTRONIC GAMING MONTHLY

NUMBER 17

## THE SIMPSONS

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cart from *Acclaim* and  
pinball from *Data East!*

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December, 1990



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# C O N T E N T S

**ELECTRONIC GAMING MONTHLY**

**DECEMBER, 1990**

**16**

## △ **REVIEW CREW** △

All-new titles for all the systems get the multi-review treatment in this month's edition! We review Silver Surfer, Caveman Games, Werewolf, Dizzy, Joe Montana Football, Castle of Illusion, Dynamite Duke, Final Zone, John Madden Football, Burai Fighter and Rygar! What a round-up!

**25**

## △ **GAMING GOSSIP** △

Count on Quartermann to give you the straight scoop on what's up and coming from the world of electronic gaming! The big Q puts an end to an old myth and lists tons of new games on the way in this month's installment!

**28**

## △ **EG EXPRESS** △

Get the first look at the latest in Nintendo expandibility! EG Express brings you the first pix of a hot new item that will let you play GameBoy games on your standard NES console! Also get the final specs on Sega's upcoming super CD-ROM player and a list of some of the hot new games being developed for it!



**32**

## △ **NEXT WAVE** △

Get set for photos of super games on the horizon like Metal Storm on the NES, Dick Tracy on the Genesis and more!

**40**

## △ **TOP SECRET!** △

An all-new selection of hot tips and tricks that are guaranteed to take your scores over the top. No matter which system you own, we've got the secrets you need to win big!

**48**

## △ **INTERNATIONAL OUTLOOK** △

EGM busts open the first photos of even more Super Famicom titles still in development, including Ghouls and Ghosts 3 from Capcom! Also look for new Sega 16-Bit entries like Thunder Force 4 and more!



**54**

## △ **ARCADE EXPRESS** △

Get a sneak peek at our cover story game - The Simpsons pinball from Data East! In addition to learning the ins and outs of this super new pin, get to know the men behind the machine including Matt Groening, the mastermind behind the Simpson's family!

**56**

## △ **NINTENDO PLAYER** △

Preview The Simpsons NES title from Acclaim, with special pictures of bad-boy Bart and the rest of the clan now in a cart! EGM also revisits TMNT-The Arcade Game!

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## △ **SEGA MASTERS** △

It was a blockbuster sensation on the Genesis, now find out how the 8-Bit version of Ghouls and Ghosts fares!

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## △ **OUTPOST: GENESIS** △

Three sizzling 16-Bit titles in profiles that will blow you away! Check out Mickey Mouse in Castle of Illusions, the home version of Dynamite Duke, as well as John Madden Football from Electronic Arts!

**70**

## △ **TURBO CHAMP** △

Blast into another galaxy for a shooter sequel without equal! Super Star Soldier explodes across the screens of the Turbo!

**74**

## △ **ATARI ADVENTURE** △

Rygar returns in his most explosive battle ever! Power-packed action on the go for Lynx fans!

**76**

## △ **GAMEBOY CLUB** △

Previews of the brightest and best GameBoy games for the coming season. Check out Operation 'C' and more!

**82**

## △ **SUPER PLAY** △

A new regular feature for EGM readers! Look to Super Play for the hottest in strategy guides and maps! This issue tackles the Ultima-Avatar quest, including locations of all the items you'll need to find!



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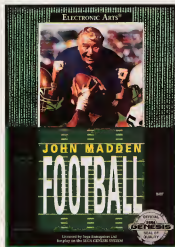
make dive, spin,  
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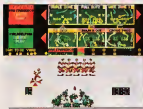
It's fourth down and  
you could boom one deep.  
Or take your chances, like the punt  
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**December, 1990**

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## **THE NAME OF THE GAME...**

This month's cover story focuses on an exciting event within the world of electronic gaming - the arrival of the Simpsons' family into the arcades as a pinball game from Data East! This fantastic new flipper game was recently unveiled to the industry during the AMOA exhibition in New Orleans and we were there to get all the news about this great new game from its developers and from Matt Groening, the genius behind The Simpsons appeal!

The Simpsons is not, of course, the first game to enjoy its roots in some other form. While most consumer game companies have long used ties to the arcade industry to capitalize on proven play themes that gamers have already been exposed to, many have begun reaching out to other areas such as movies for the same type of instant recognition that can often help a title stand out from a crowd.

While the process of licensing titles or environments has worked successfully in many instances (witness Batman, Robocop and the Teenage Mutant Ninja Turtles), we have to hope that game companies don't compromise their creativity for the sake of a license. Because in the end, no matter how hot the name on the box, it's the game *in* the box that determines the ultimate appeal and final sales of a soft.

I'm not saying the licenses aren't a good combination for video games. On the contrary, I value the ability that a game has to take me into new directions with characters or situations that I have been attracted to before. There simply needs to be a conscious effort put forth by game developers when a property is secured, to make a game that takes those characters and puts them into a situation that is fun and challenging. For the few that can successfully accomplish this task the rewards will be abundant. But for those companies that rely on the license to sell their game, the future will be bleak indeed.

Nintendo is rumored to be worried of the same thing and has indicated to several licensees that a reliance on movie titles and comic book heroes is not the way to go. I tend to agree. While a hot license can get a cart noticed, the games that consistently reside at the top of the charts are original softs and sequels to these originals. Super Mario Bros., Contra, Mega Man, Castlevania and others are perfect examples of this. A good title is nice for notice, but a good game sells.

When it comes down to the bottom line, the companies that stay close to the industry and put the effort into R&D will ultimately reap the biggest rewards. Every game company will try to wow in some way or another, with big sports stars and film super heroes, but it's the labels with the best games that will win in the end.

**STEVE HARRIS**  
Editor





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## MORE MASTER SYSTEM COVERAGE!...

I personally am a dedicated Master System owner and I would appreciate more coverage of new games for that system. Your Genesis coverage is interesting, informative and in-depth but I seldom see new games for Sega's original system. With Christmas approaching I would believe that more games would be coming out. What can you show us?

**M. Franageh  
Hilbert, WI**

*(ed. New games are starting to hit the stores as you read this. Regarding Master System coverage, over the past four issues we have shown pictures of 12 new carts. Not only is this more than any other magazine has run, but it is everything that Sega is willing to talk about! Check out pages 36, 62 and 63 of this issue for even more great SMS games!)*



Mickey Mouse for the SMS!

## GAME OF WHAT YEAR?

While you put the best magazine on the market I do have a question about how you go about selecting the game of the year. How can Sega's Strider

be Video Game of the Year when it didn't even come out yet? Not Fair! Matter of fact, the Nintendo and Turbo Game of the Year aren't out yet either! Why?

**Robert D'Amico**

*(ed. To be accepted as a nominee for our awards all games had to be seen by the EGM staff by September 1 and the company had to state that the game would be released this year. This policy serves a double purpose. First, many times companies plan their release schedule to center around the holiday shopping season. Most of their best games are brought out during this time. We include all of these games as they fit into the theme of that issue of the magazine - a buyers guide. Knowing that Strider, Castlevania 3 and Ninja Spirit are games of the year should help you choose which games to buy for the holidays. Second and most importantly, it is the policy of EGM to look into the future of video games. We try to tell you things which you don't already know. We do not dwell on the past as others do.)*

## SFX... WHEN?

In your 1991 Buyer's Guide you had a huge preview of the Super Famicom and in it you said that the SFX will be coming out in the U.S. as soon as Fall 1991. Then I called Nintendo's consumer office and they said that they have no plans for the SFX in the U.S. and they asked me where I got the idea that it was ever coming out in the U.S. I said EGM. They told me that "EGM writes that just to keep people buying it". I doubt that's true but I want to know the truth.

**Matt Zalen  
Delmac, NY**

*(ed. Trust us! We haven't steered you wrong yet. We predicted the intro date for the GameBoy, Genesis, Turbo and*

*others correctly and our sources tell us that early summer, perhaps June, of 1991 is a realistic intro date. For the latest news check out the Gaming Gossip column on page 26! Besides, if you were a company going into the billion dollar holiday shopping season wouldn't you still try to sell a few more NES' by denying that a new system was right around the corner?)*

## GENESIS BATMAN?...

I recently picked up your issue # 14 at a local supermarket. I read with great interest your response about Japanese games and then saw Batman for the Mega Drive in your International Outlook section. I have to have it! Will it ever come out over here for the Genesis?

**Stan W. Zaske  
Galensburg, IL**

*(ed. Sorry Stan. Unfortunately Nintendo has a stranglehold on it's third party companies. As part of their contract with Nintendo these companies have to agree not to bring out the same game in the U.S. on a competing game system for a minimum of two years! Since Batman came out early this year don't look for a Turbo or Genesis version for some time. This agreement doesn't exist for the same companies in Japan and that is why you see a Mega Drive and a PC Engine version. Perhaps Sunsoft could bring out a Batman 2 for the NES.)*



Mega Drive Batman!

## STRIDER 6 OR 8 MEG??

I love your magazine. On a scale from 1-10 it is an 11. Please answer a burning question. On the cover of EGM 13 you say that Strider is 8 meg while in the review you say it was 6 meg. Which is it?

**Ryan Lutz  
Bradenton, FL**



I've seen different numbers regarding the number of meg in Genesis Strider. Can you tell me if it will be 6 or 8 meg?

**Eric Gerwinski**  
Sylvania, OH

After reading your 1991 Buyer's Guide I wanted Strider bad! So much in fact that I almost bought the Mega Drive version. Almost. First I called Sega to find out when Genesis Strider would be released. I was then informed that Mega Drive Strider contained only 6 meg of information compared to 8 meg in the Genesis version.

Is this true? If so then why hasn't EGM mentioned it anywhere? I count on you for all the latest and most accurate video game info.

**Gary O'Neal**  
Murfreesboro, TN

(ed. Both the U.S. and the Japanese versions of Strider are 8 meg carts. Back in June at the CES and Tokyo Toy Fair when Sega first showed a partial prototype of this soft, Strider was planned to be a 6 meg game. Since then an additional 2 meg of memory was added in order that the cart would have all the levels found on the arcade version.



8 meg Strider!

## ARCADE NEWS!...

It's been quite a while since you talked about any new arcade games. There are still a lot of us dedicated quarter tossers. Is there anything new which will blow our socks off?

**John Swenson**  
Athens, GA

(ed. At the last JAMA show in Tokyo Sega unveiled quite a few new products. One item which should make it to the U.S. is their game called R-360. In this game you are strapped into a seat and you play an Afterburner/G-Loc type fighter simulation. What makes it real is as the plane banks the seat also banks.

If you take the on screen plane into a barrel roll your seat will also roll. If you do a 360 degree flip, you guessed it, your seat duplicates the on screen movement! That is why they call it R-360!



### Sega's hot new arcade game R-360!

Besides this, Sega also unveiled the world's first 32 bit arcade machine. It is a fantastic auto driving game. One advantage of this 32 bit processor over the current 16 bit technology is that it offers sharper screen images and improves resolution by a factor of 5!

If these two new machines don't blow your socks off then let's look at what Sega's R & D staff is currently working on. One of their Top Secret arcade projects, code name Cyberdome, is the ultimate in cooperative game play! Looking more like something you would see at Disneyworld, Cyberdome is a series of individually controlled laser canons connected to a master super high resolution holographic-type arcade game projected onto a room size screen!



### Sega's futuristic arcade shooter - Cyberdome!

## BITS VS. BYTES?...

I must compliment you on an outstanding mag. You always have the first information and photos about what is new and you always explain the technical terminology used to describe products. Recently I saw in a competing magazine a new term which confused me. In their editorial they talk about 1 and 3 megabyte Nintendo games. You always refer to them as megabit. What is the difference? Who is right?

**James Buchanan**  
Cedar Rapids, IA

That's an easy one Jim. One byte is equal to 8 bits. A one megabyte NES game would be 8 megabits - equal in size to the largest Genesis cart out there. A 3 megabyte Nintendo cart (completely unheard of) would be a whopping 24 megabits - putting it way out of the NES range and closer to the Neo Geo category! You can see how a seemingly minor change in terminology makes a very major difference in numbers! Real pros who know video games are very careful not to mix their bits and bytes and unless you're talking about the huge amount of memory in a CD (about 550 megabytes or 4.4 gigabits) you will not see the term byte used in our magazine!

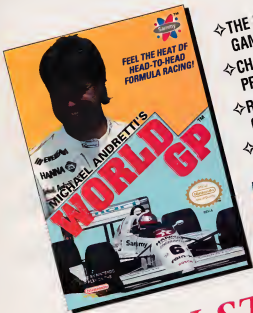
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**S  
T  
E  
V  
E**

The thrill of playing the Super Famicom has not yet worn off the boss. Having new carts like Gradius 3 and Final Fight means we won't get to play it for yet another month!

**E  
D**

Ed has settled down from all his globe-trotting activities and is now content just to play Sonic the Hedgehog! He's also excited about the new cart - Shining in the Dark!

**M  
A  
R  
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N**

Martin gave up waiting for a turn at the Super Famicom and went out and bought one. Now he won't let us play his either! Pilot Wings is keeping his head in the clouds!

**S  
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X**

Sushi-X is now even more secretive about his activities and location. We must have hurt his feelings with last month's letters reply and for that we're sorry. Sushi, call home!

**Nintendo - Arcadia  
Silver Surfer**

Type: Action Release: Dec.  
Levels: 12 Difficulty: Avg.



Based on characters from the Silver Surfer comic book by Marvel, Arcadia has created a new adventure for Norrin Radd. To save his home planet Zenn-La, the Surfer must scout out the galaxy for an alternate location for Galactus - an invading force. Destroy the enemy on the alternate worlds, grab weapon power-ups, smart bombs, bonus bombs and extra lives in the process.

Take a comic book hero and put him into a Gradius type shooter situation and the end result would be something like Silver Surfer. Sporting the coolest tunes to come from a NES game in some time, not to mention plenty to shoot at, Silver Surfer fares better than most in the genre.

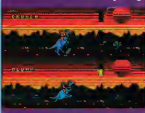
I'm not one for comic books so I can't get excited about somebody on a surfboard flying around but that aside, the game plays decent with a lot of different screens. Nothing really new and innovative here, just a good solid shooter with very good graphics and challenging action.

This slightly above average shooter features solid play and tough shooting action. The graphics are nothing special, but the soundtrack is absolutely awesome! Not enough flash in this overly conventional shooter and the rad tunes wear thin rather quickly.

Unusual, but interesting comic book hero shooting game. Real precision is required in order to succeed in this challenging action effort. Cinema storyline is cool and the music really rocks hard. Side and overhead view alternate as the story unfolds. Comic books of the future are here now!

**Nintendo - Data East  
Caveman Games**

Type: Action Release: Dec.  
Levels: NA Difficulty: Avg.



While the olympics go way back to ancient Greece, picture what they would be if they were played in the days of the caveman. The events would be Fire Startling, Sabertooth Tiger Racing, Tyrannopult or even Mate Tossing! Select your player from 6 male or female athletes and go for the gold. Remember things are all tongue-in-cheek here so pick out a fast dinosaur and race to the finish line.

While I like where the designers were trying to take this game, as sort of a comical, prehistoric twist on the classic Track and Field, it never really gets up to speed. The execution is choppy and hinders the other positive features, like some interesting animation and sounds.

OK, it's strange, silly and humorous. But it's meant to be and it succeeds. I like it, it's fun, and something different. It's not a simulation of anything, and either you'll love it or hate it. It's a good break in between all the shooters out there.

What a disappointment! This was one game I was actually looking forward to and I must say I've been let down. The graphics are choppy and the controls horrible. The only event I liked was the Dino-pult. All events suffer from poor execution.

Colorful concept of the ancient olympic sports like Dip-vaunting! Great execution of caveman era imagery done with a sense of humor! Totally involving and uniquely interesting, there is something here for everyone. Maybe you will be 'discovered' in the Hall of Fame!



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Nintendo - Data East

## Werewolf

Type: Action Release: Dec.  
Levels: 6 Difficulty: Avg.



Take on a fiendish batch of mutant ghouls and zombies in this new adventure game. Start off as a human but your powers are limited. Grab the special red W and turn yourself into a superhuman werewolf! As such you can cut the enemy down to size with your claws and can climb a lot easier. Search for all of the different kinds of hidden bonus items and enjoy the intermissions between levels.

Here's another attempt at an action-adventure game, that goes into some new territory, but doesn't quite match similar efforts. Werewolf is your basic side-scroller until you wolf out. The game then introduces new features that can be used. Better than most, but not the best.

Werewolf is a very good adventure game. The intermissions are always a welcome addition to any game and they are well done here. Decent game play and a well tapered difficulty curve along with plenty of hidden items help keep interest up.

Another good action game that features nice graphics and a new theme. Werewolf, while better than the average cat, just didn't keep my interest for long. Cool cinema displays and solid play are the highlights of this slightly above average game.

Very timely and exciting theme action game. Aliens, crime fighters, Robocops...now werewolves! The main character has many, many different move techniques throughout average game play. Buttons 'A' and 'B' should have been switched! Music orchestrates the "transformation"!

Nintendo - Galoob

## Dizzy

Type: Adv. Release: Dec.  
Levels: NA Difficulty: Avg.



It's a tough job being a good egg because the yolk's always on you. Find your way through the maze of levels to get to the Cloud Castle where your girlfriend is being held captive. Solve problems along the way, grab magical items and pick up useful objects needed to complete the quest. Door keys, rope, shovels will all be helpful at some point in time but you can only carry three. Which will they be?

Dizzy starts out fine, exhibiting graphics and sound that make it appear to be one of the best of the new renegade casters. This wears off quickly, though with a lack of interaction and too many distractions (like puzzle games) that slow down what could have been some cool play.

Dizzy will be another 'sleeper' this Christmas. It takes planning and thinking to make progress in this game as the quest is very long and like SMB there are lots of tricks and hidden items to discover. Unfortunately Dizzy is an egg rather than a Mario and not easy to relate to.

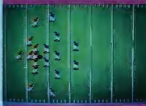
Another try at a cute game with a distinguishable character and an action/quest theme that falls short in many areas. Dizzy's ability to carry only three items takes away from the excitement of the game. At best, it's just an average game and not easy to get into.

What starts out to be an action-comical adventure game just never seems to leave home! A family of eggs with colorful characterization live somewhere between where they are and where you want them to be! Game play is hard-boiled, but the music is sunny side up!

Master System - Sega

## Joe Montana Football

Type: Sport Release: Dec.  
Levels: N/A Difficulty: Easy



Master System armchair quarterbacks have a new football game to play when there's nothing on TV. Take tips from Montana himself as you go head-to-head with a friend or the machine in an update to the old Walter Payton soft. With 11 different offensive plays to choose from and 6 different defensive formations available, there should be enough variety to keep the opposing team wondering what is coming next.

This game tries to be something more than it is, but with a lack of good graphics, sound or game play, it falls way short. Like most sports entries, this one works better as a two-player head-to-head because the computer simply stinks. My first play I beat it 93 to 21. No fun, no way.

Walter Payton football wasn't a bad playing simulation for the SMS. Normally you make another sports game better than its predecessor but Joe Montana football just doesn't seem to offer any significant improvement to warrant buying another version.

Sure its 8-bit but that's no excuse for this game. The graphics are very disappointing and the game play is way too slow. There is very little in terms of excitement or challenge here. The computer doesn't seem to think and 2 player games aren't enough to keep me involved.

This game never gets up and running, much less scores any points. The graphics and execution bomb, with a computer component that must be represented by a high school team. Too many shortcomings leave this one in the turf - despite Joe Montana's name!

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## Genesis - Sega Mickey Mouse

Type: Action Release: Dec.  
Levels: 6 Difficulty: Avg.



Mickey is making his Genesis debut in a spectacular new adventure. Featuring up to 4 layers of background scrolling, smooth animation detailed graphics and other new features like screens (and controls) that 'flip', Mickey is a game which looks like one of his cartoons. Rescue Minnie from the witch but take on wooden soldiers, jack-in-the-boxes and other toys on the way to the castle.

This game is spectacular in terms of its graphics, animation and execution. There are so many frames to Mickey's movements that it actually looks like a cartoon. The visual appeal of the game is high, with great use of color. A little on the easy side, but incredible nonetheless.

Mickey is a game which Disney himself would be proud of. The animation is perfect and the background layering is about the best ever in a home game. The attention to the little details is apparent and second to none. A great playing game also!

The main mouse is back again, and like never before. The graphics are truly amazing and a testament to what the Genesis can do when a little time and effort goes into a game. Game play is superb and music straight out of a cartoon. Audio and visual perfection.

Absolutely spectacular! Surrealistic graphic presentation and superb animation remind me of the classic cartoons of Disney! Gapoom-ish game play is excellent and Mickey is a wonderful alter ego! This game is for everyone who has ever played inside a dream! Music...a 10+!

## Genesis - Sega Dynamite Duke

Type: Action Release: Dec.  
Levels: 7 Difficulty: Avg.



Dynamite Duke is Sega's version of a first person perspective shooter. Like in Operation Wolf, you as Duke must eliminate all of the enemy that appear on screen. Soldiers, tanks, troop carriers and helicopters have to be eliminated quickly otherwise they will fire back. Some items are hiding ammo while others will restore your health. Get to the level boss and punch it out, hopefully better than Buster Douglas did!

While Dynamite Duke should get high marks for faithfully duplicating the arcade title on which it's based, that title wasn't exactly dynamite to begin with. The action, despite the different backdrops, is the same in the last round as it is in the first. Much too easy as well.

Dynamite Duke just doesn't have enough variety to it. While the fighting with the bosses is different, the rest of the game is quite repetitive. As such, it's hard to stay interested for any extended period of time and it's not one of Sega's best efforts.

Duke is one of those games that has the potential to be a real winner but ends up being just another Operation Wolf clone. The game is extremely repetitive and nothing really spectacular ever happens. Nice graphics and sound, but most will find it way too easy.

This rapid-fire game combines the machine gun target-shooting of Cabal, with head-to-head fighting action of Punch-Out!! Only problem here is that neither one of these themes is played up enough to make a lasting impression. Graphics are fine, but play is far from dynamite.

## Genesis - Renovation Final Zone

Type: Action Release: Dec.  
Levels: 11 Difficulty: Avg.



Final Zone takes your standard shooting theme and places it in a world that is constantly seen from a 45-degree angle. Assuming the role of a mechanized infantry robot, you must patrol the ruins of multiple cities, searching for the portal that will lead you to the Boss guardian of the level. Successfully taking out the main enemy automatically thrusts you into a more dangerous, and challenging, world of attackers.

Final Zone has great graphics, but the main characters appear as though they're 'pasted-on' rather than interacting with a real universe. There's plenty to shoot at, but with horrible control and movement that, while visually pleasing, is tough to get used to, Final Zone ends up avg.

Something is missing in this shooter. It's not for lack of enemies nor places to move to, perhaps it's the lack of different things to do. After a while the levels become predictable and the excitement of what is coming up next? just never materializes.

Good graphics and music won't help this horribly choppy and repetitive shooter. The scrolling animations, and even the weapons are so choppy that a few players will be able to enjoy its unique concept. Would of been cool if executed properly

Final Zone just didn't get my juices flowin' or my guns blowin' the way I thought it would. The graphics have a strange and drab look to them, and the game play, while very intense, gets repetitive after just a short while. Definitely not my cup of shooter tea!

## Genesis - Electronic Arts John Madden Football

Type: Sports Release: Nov.  
Levels: NA Difficulty: Avg.



Football comes to the Genesis! EA has a new simulation for gridiron fanatics. Set in a realistic pseudo 3-D perspective from behind the offensive team, it's football that only a 16 bitter can do! Sixteen teams to choose from; scouting reports to brief you on the opposition; variable weather conditions; dozens of offensive and defensive plays to choose from; spin from tacklers; dive for the extra yard and much, much more!

Without question, doubt or reservation, Madden Football is the BEST sports simulation I've ever played! Not only do you get a good game of football one-on-one or against the computer, you get great graphics, incredible voice and even highlights from other games! Outstanding!

Football just doesn't get any better! Easily, without a doubt or hesitation, this is the best playing football simulation ever made either on a game system or a computer. The game play is perfect, the playbook extensive and the 3-D effect outstanding!

I'm not into sports games but a football game as good as John Madden has even attracted me. Incredible scaling of the field gives JM a feel no other football game has captured. Amazingly addictive game play and almost endless options and special features.

Almost flawless football! Gridiron rock 'n roll! Players will leave the field and return with the plays! The greatest video clash of the titans ever! Graphic three-dimensional perspective, voice and strategy combine for pure-pigskin passion! A winner!

## GameBoy - Taxan Burai Fighter

Type: Action Release: Dec  
Levels: 8 Difficulty: Avg.



Like it's NES' big brother, GameBoy Burai Fighter is a multidirectional scrolling shooter loaded with action and plenty of enemy to destroy. The weapon select capsule returns offering several types of firepower and by destroying certain enemy, new weapon power-ups are revealed. Accumulate several of the same type to increase the performance of that weapon. Large bosses and long levels highlight this shooter.

I liked the NES version of Burai Fighter more than most, and the GameBoy version is equally as intense. Finally a good shooter for the GameBoy! Multiple options and lots to shoot at including good level definition make this game a blast in my book!

A better than average Game Boy shooter. It's well designed for the small and slow moving screen as there are no surprises of getting hit by a bullet that is either too small or too fast to see. It is challenging and not easy by any means. Good weapon enhancements.

Burai didn't really grab my attention on the NES and it doesn't do much for me when shrunk and slowed down on GB. Good shooter as far as play and options but not as intense as Nemesis.

Actually, a rather entertaining action game for the GameBoy. Very similar to the NES version, this one plays well and keeps me in combat for a good time! Burning is not a problem with this version on GameBoy as others tend to be! Space samurai Burai - Banzei!

## Lynx - Atari Rygar

Type: Action Release: Dec.  
Levels: 23 Difficulty: Avg.



The classic Tecmo arcade game has been shrunk down to the small screen and is now portable! This side view action soft has you as the hero Rygar and your mission takes you through highly detailed multi-dimensional landscapes in your kingdom. Grab weapons and health to help you on your quest as you battle through onslaughts of monstrous beasts which have taken over your land.

A good action game for the Lynx Rygar definitely is. Based on the arcade version of the game, this translation has cut some corners, but still has a good mix of combat and adventure! The music is absolutely the pits, more like chimes, but with the volume down this game plays well!

Considering the small size of the Lynx screen, Rygar looks and plays just like it's arcade big brother. The backgrounds are multi-layered and quite detailed. The quest is very long and difficult to get through. A password every 5 levels would have eliminated all of the repetition.

Rygar is a good conversion for the Lynx. More along the lines of the arcade game it lacks the originality of the NES version, but is well done nonetheless. Great background graphics and over 20 levels of intense action. My only complaint is the poor use of the 32-bit audio chip.

A real "poser"! This just doesn't play anything like the original coin-op game that I love! The music is the pits! The hidden secrets seem to be lost in the translation! A good excuse for capital punishment! Despite some good looks, the spirit of Rygar just isn't there.

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5. Collect two drones and then you get the white mechanical panther to help in your assault, as he loops at the moon.



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# GAMING GOSSIP

...New Sega Computer System...Atari Panther Update...New Sega 16-Bit Games From Licensees...  
Nintendo 16-Bit SFX Release Date...New Nintendo Licensee Plans...

...Those lonely fellows over at Sega R&D have been putting in double time recently. Not only have they served up the Genesis and some mighty tasty games, but there's also a hand-held with TV tuner on the way and a CD-ROM attachment for the 16-Bit that will finally allow the Genesis to produce CD-quality games and music. Now, the latest from these technical wizards has really blown the old 'Q' off of his feet! Sega is rumored to be putting the finishing touches on a new computer that will interface with the 16-Bit super system. The benefits offered up by this marriage of game system and computer are reported to include a new line of games that take advantage of the memory features of the computer's access to the 16-Bit's 68000 processor, a new 80286 that will be fully compatible with existing MS-DOS software, including business programs and word processors and a slew of peripherals ranging from printer to floppy disk drive. Called the TERRA system, this new age of computer/game system technology will clock in at around \$600, with a fully functioning keyboard and start-up soft. Not bad Sega, now where are we going to get the at-home simulator chair hook-up for the Genesis?...

...The Atari Panther, which was first announced in the last issue of EGM, is indeed on its way and development systems are soon going to be in the hands of selected houses across the country. The super sleek system is rumored to have some glossy features that include scaling and high-end scrolling. We'll keep our fingers crossed real tight and hope it gets here soon...Speaking of new 16-Bit systems, the Nintendo Super Famicom, which should be on store shelves by the time you read this (Japanese store shelves that is), is rumored to finally have a firm U.S. commitment from Nintendo. June of '91 is rumored to be the new target date for the American version of the new Nintendo, to be called SFX on these shores...

...Will the SFX be able to play catch-up in the 16-Bit battles that have yet to come? It's sure to be heated, but the current favorite is the Sega Genesis, and with a sell-through that should top the one million mark this year, many Japanese game companies are finally starting to give the Sega 16-Bit the attention it deserves. Among the heavy hitters who are reported to now be working on 16-Bit titles for Sega include Tecmo with Ninja Gaiden, Konami with Teenage Mutant Ninja Turtles and Allens, Capcom coming to bat with UN Squadron and 1941, and Namco shooting in with a wide assortment of carts and CD-ROM titles. Look for a complete list of Sega games (there's over 60 in all) in the new issue of MEGA PLAY - The All Sega Magazine...

...It rarely happens, but I totally agree with one of my esteemed colleagues who views Nintendo's use of pills in their new Dr. Mario game to be a terrible case of bad judgement. You're correctly right, how can they pass out criticism on the violent nature of games when they release a cart that advocates the correct placement of pills? Shame on you Nintendo...Never drive the highway unless you're wearing socks...On the other hand, Nintendo has received plenty of press in the trades and financial papers applauding an event that was first reported by yours truly. It finally does appear that Nintendo will be allowing manufacturers the right to produce their own games with their own chip sets. How kindhearted! Now we'll be able to enjoy great new games at reduced prices, right? Well, after Nintendo takes their cut (rumored to be around 20%) and charges for that good 'ole security lock-out chip, the cost is pretty close to the same as before! Nintendo wouldn't be doing this to divert the heat away from the Senate investigation into their unfair business practices would they? Nooooooooooooo...

...Before we go any further, I recently received a letter that was addressed to the top dog, but forwarded on to me. A quite expressive fellow going by the name of Lance Rice claimed to know my identity. Well Lance, wrong guess, would you like to go for double jeopardy where the points can really add-up?...Predator 2, featured in the September edition of Screen Play, is awesome from beginning to end. There are some weak points, but the deadly Danny ends up on top! The new hunter has some terribly nasty new weapons of war, and since most of his prey are whacked-out drug dealers, he does pretty good for himself. Just watch out for that ultra-violet filter...Game Over for now folks, but don't fret, the end is no where in sight...

**- QUARTERMANN**

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# MEGA PLAY

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## **FINAL SPECS RELEASED ON THE SEGA 16-BIT CD-ROM FOR GENESIS!!**

The CD-ROM adapter first shown in the Buyer's Guide special issue of EGM now appears to be closer to completion than ever before! This exciting new piece of hardware, which will allow Sega Genesis owners to upgrade their current system with CD-ROM capabilities is now in the final prototype form according to sources close to the project in Japan.

As we had originally been told, the Genesis CD-ROM will come equipped with a much more powerful array of abilities than those of its closest competition, the TurboGrafx-16. This will be done through an advanced chip set, extra RAM, more memory space and a super charged chip set that will allow the Genesis CD-ROM produce much more realistic sounds and music.

On board the Genesis peripheral will be a full 512K-bytes of RAM, equal to over 4,000 meg! An additional 540 meg of memory space will be instantly accessible at any one time, however, making the need for constant updating and reloading of information less frequent. Instead of displaying only a few images or rounds at a time



before the disk needs to be accessed, the Genesis CD-ROM will have enough space to store more game information. Now game interruptions will be few and far between!

Another difference between the Turbo CD and Genesis player are the sizes of the plug in battery softs that enable you to store games and game information. The Turbo CD-

ROM card carries a respectable two Meg of storage, but the Genesis CD-ROM cart will contain a full six Meg, enabling the device to record more information simultaneously!

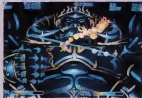
The Genesis CD-ROM also comes equipped with more powerful, arcade-quality music and voice capabilities. By using a special eight channel PCM sound generator, the Genesis will finally be able to broadcast high-quality effects unlike anything that has ever been heard on the system before!

Along with these findings, we have also discovered that several licensees have begun active development for the Genesis CD-ROM. In addition to Sega, you can also expect to see new games like Assault on CD from Namco and others.

While it probably won't be released until next summer, the Genesis CD-ROM looks hotter than ever!



*Look for a new, more detailed and realistic version of Super Monaco GP!*



*Forgotten Worlds Deluxe will be one of the first new games for the CD player.*

# NEW CONVERTOR ALLOWS YOUR TO PLAY GAMEBOY GAMES ON YOUR NES!

Many people have written and asked if there were any types of devices that would allow the use of GameBoy games on a television. While this capability has existed, and is even used by most of the major gaming mags for photography, it is not readily available to the public. The attachment, known as a WideBoy, plugs into the top of the Japanese version of the Nintendo, which then plugs into a television. Besides being bulky, the WideBoy add-on is also expensive, ranging anywhere from \$300 to \$500.

There may be hope, however for those die-hard gamers who want to feel the thrill of playing hand-held titles on the big screen. A new device developed by that technical wizard Paul Biederman of Biederman Design Labs (the same BDL that engineered the Express hand-held NES) will soon enable you to take GameBoy carts and play them on your 8-Bit Nintendo!

Instead of using a WideBoy-type unit, which is loaded with more circuitry than your Nintendo, the BDL GameBoy to Nintendo convertor takes the Z-80 code from the GameBoy carts and then, using a special cart that serves not only as the delivery system but also the translator of the information, changes it into the native 6502 language the Nintendo can instantly recognize!

Too good to be true? In fact it really does work and BDL plans to have a working model in production sometime in the near future. The device will not be licensed through Nintendo of America, but instead offered from a third-party source close to the industry.



Given Nintendo's recent history of hostile actions towards devices that use their hardware yet are developed independently, some may question whether the BDL GameBoy to Nintendo convertor will ever see the light of day. Whatever Nintendo's ultimate decision, however, there's no denying the fact that the translator is an exciting new peripheral with real applications.

Hopefully Nintendo will realize that this type of device will do nothing to interfere with sales of the hardware, but may instead stimulate software sales which, according to many industry insiders, are remaining flat.

The GameBoy to Nintendo convertor is also bound to elevate many of the problems players would have with the frequent blurring problem common to most fast-moving action-oriented titles. By displaying the picture on a television screen instead of the small GameBoy monitor, the resolution of the picture is retained and the animation doesn't suffer from the horrible distortion that scrolling and movement create.

For all of its benefits, the most important feature of the BDL GameBoy to Nintendo convertor is the promise to finally bring the ability of playing portable games at home.

# YOU'VE TRIED THE REST NOW PLAY THE BEST!



- Single player action
- Superior graphics & music
- 6 special weapons
- 4 "Power up" Items
- 9 Cinema displays
- 20 Different stages
- Continue option



- 1 or 2 players
- Superior graphics
- Coaching mode
- Password for continued action
- 12 teams
- Super action cinema screens



- 1 or 2 players
- Superior graphics
- Animated announcer
- Outside-the-ring action
- 34 different killer moves
- Power meters
- Training mode for 1 player



- 1 or 2 players
- Superior graphics
- Password for continued action
- Instant close-ups
- Over 20 different cinema displays
- 24 Different teams
- Choose from 18 different pitches



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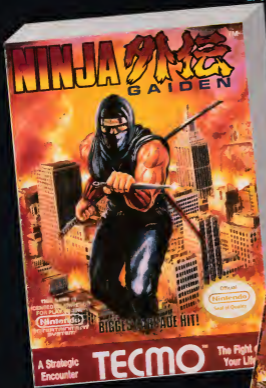


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# NEXT WAVE

**METAL STORM, PACMANIA,  
DICK TRACY, THUNDER FORCE  
4, PAT RILEY BASKETBALL,  
BUSTER DOUGLAS BOXING,  
GYNOUG, BOMBERMAN.**

## MENU

**Nintendo**  
**Sega**  
**TurboGrafx**  
**Genesis**  
**GameBoy**  
**Lynx**  
**Arcade**



## NEW SOFT NEWS

Genesis third party companies are starting to plan for the upcoming year. Renovation is taking a look at a tank shooter called Granada and an older Sega title - Arrowflash. Razor Soft plans to convert another computer game - Stormlord. Sega has confirmed a 1991 release of our friend Sonic the Hedgehog! On the GameBoy front, Arcadia has a new gambling cart called Caesars Palace. Capcom will do Megaman and CSG Imagesoft has Dragon's Lair.

## METAL STORM

Irem/Nintendo

Best known for their outstanding coin-ops and NES shooters, Irem continues the tradition with a new side scrolling action game featuring some of the most detailed and elaborate backgrounds ever seen in a Nintendo game. As required in a good shooter, Metal Storm offers a wide variety of power-ups and weapon choices including a unique 'flip' feature which allows you on-screen player to walk on the ceilings and do everything upside down! A password option is built in and this eliminates the need to have to repeat the earlier completed rounds. The enemy are numerous and 'dug in', making them difficult to destroy. Their firepower is equally a match for yours and part of the strategy of the game includes keeping and maintaining your weapons maxed out!



*The backgrounds are some of the most detailed ever in a NES game!*



BAN  
DAI

THE ADVENTURES OF

# GILLIGAN'S ISLAND



"OK LITTLE BUDDY, you just stay right behind your old pal the Skipper and everything's gonna be just fine. All we have to do is follow those clues and find the magic stone tablet and we can get off this forsaken island once and for all. So Gilligan, *please* try not to mess things up just this one time. Stay away from the quicksand and don't go wandering off into any dark caves. Can you promise me that, little buddy? Little buddy? Now where has he gone to? Gilligan get out of that tree and stop messing around!! OK, just walk right in my footsteps and don't cause anymore trouble or we could be stuck doing re-runs forever! OK, little buddy? Gilligan? Gilligan!!!"



At last, Bandai debuts the most successfully re-run television show in history for the first time on the Nintendo screen. This latest addition to the Nintendo game library comes with our 90-day limited warranty.

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# PACMANIA

Tengen/Nintendo



*Enjoy the intermissions between rounds!*



*Pac Man can now jump, but so can some of the ghosts!*



Tengen is bringing the popular coin-op - Pacmania to the NES! Basically a 1990 version of the old favorite dot gobble, Pacmania has been updated with a few new twists. The view of the screen is set in a 3/4 overhead perspective giving a pseudo 3-D effect. The playfield is huge and is now several screens wide and high! The goal is still the same - gobble all the dots on the screen but the family of ghosts have grown from 4 to over 8! To help you along though, you can now jump over the ghosts and the bonus fruit can give you extra speed to outrun the enemy! Get far enough into the game and the ghosts will start to mimic your moves. When you try to

jump over a green ghost, he will jump also! It's a whole new game and a worthy sequel to the old favorite!



*Select your starting point at either level 1, 2 or 4.*



*Get the fruit for points and power pills to let you chase the ghosts!*

## THUNDER FORCE 4

Technosoft of Japan/Genesis

Known as Elemental Master in Japan, rumor has it that when this game comes to the States, the title will be Thunder Force 4. This super soft is a vertical scroller set in an overhead perspective. In the same tradition as TF3 there are tons of great weapons and power-ups to help you battle the new enemy and reclaim the fallen planets under siegel



## GYNOUG

Dreamworks/Genesis



Next spring we can look forward to a new side scrolling soft based on a fantasy theme. This one, loosely translated as Gynoug (the name will be changed) features a winged hero on a mission to push back evil spirits who are trying to take over a medieval world. With detailed, multi-layered screens, a awesome weaponry, and hidden magic spells, Gynoug will combine both action and adventure together in one great cart!

**BAN  
DAI**

# Frankenstein

The Monster  
Returns



## We've Created a Monster!!!

Frankenstein is alive and he's headed for your living room. Push your Nintendo® system to the limit with awesome graphics and mind-melting action that you won't find in ordinary games. Sabing the beautiful Emily from the clutches of the monster will put your gaming skills on the line as you punch, kick, hack, chop, smash, burn, and bomb your way through a ghoulish army of horrific enemies, each determined to bring you to a sticky end. Battle your way through the creep infested billage, the treacherous forest, the horrible graveyard, and the castle of doom, before even thinking of setting foot or sword in the evil dimension where your strength and spirit will be put to the final test. We created the monster... It's up to you to destroy him!



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## BUSTER DOUGLAS BOXING

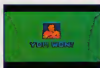
Sega/Master System

The popular Genesis boxing cart of the same name will soon be converted to the 8 bitter. Set in a side view perspective, you get to try out the same moves that Buster used in his last fight. Take on several different computer opponents or plug in a second controller and spar with a friend! Try the uppercuts and left and right hooks then wear your



opponent down with punches to the head and stomach. With his power meter depleted go for the knock out!

*Watch the power meters on the bottom of the screen. If yours gets low back off and block his punches until your strength returns. Then take the offensive with quick stomach punches!*



## PAT RILEY BASKETBALL

Sega/Master System



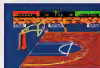
With a new Master System comes a new series of sports games! Pat Riley gets the headline here in this conversion from the Genesis version. It's a full 5 on 5 in some of the fastest SMS basketball ever! Like the 16 bit version, you can go for the special slam dunk. In this play, the screen zooms closer and you see your player



attempt the crowd pleasing shot! Fast ball handling and quick passes down court set up other shots but if you get too pushy the referee will call a foul! Three point shots and player substitutions are all built in as is the tournament mode where you can go for the championship! Lose and you will end up just like Riley, out looking for a new job!



PLAYER	PTS	REB	AST	STL	BLK
FR. J. JARVIS	22	10	5	2	1
FR. J. JARVIS	18	8	4	1	0
FR. J. JARVIS	15	6	3	1	0
FR. J. JARVIS	12	4	2	0	0
FR. J. JARVIS	10	3	1	0	0
FR. J. JARVIS	8	2	1	0	0
FR. J. JARVIS	6	1	0	0	0
FR. J. JARVIS	4	0	0	0	0
FR. J. JARVIS	2	0	0	0	0
FR. J. JARVIS	0	0	0	0	0



# THUNDER FORCE™

## III

Just when you thought  
you had seen it all...

A new challenge  
radiates forth from  
worlds beyond Imagination.  
Surge through scrolling lava  
flows and the thrust of massive  
rock caves. Avoid losing control  
amid perilous bubbles in  
the murky depths ... to encounter  
even greater challenges  
in realms of deeper dimension.



Technosoft

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SEGA  
**GENESIS**  
16-BIT CARTRIDGE

## DICK TRACY

Sega/Genesis



Based on the popular summer movie set in the roaring 20's you, as the machine gun toting peace officer, must singlehandedly take on all of the gangs which are trying to control the city. Shoot your way through this side scrolling action as you encounter thugs and gangsters who are after the money from the contract put on your head by the mob.



## BOMBERMAN

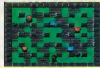
NEC of Japan/TurboGrafx-16



The Turbo GT (Turbo Express here) is just barely out in the stores and NEC of Japan is already bringing out the first game made specifically for their portable! While officially coming out only in Japan this year, Bomberman could very possibly make it's debut here in the states early next year when the Link Cable is scheduled to come out. But the game is not only playable



on the portable, it can also be used on the home system by connecting the multi tap and two to five controllers. If the name sounds familiar it should, as it is the Hudson Soft NES title which came out in Jan. 1989. Two years are up and this soft can come out on another system without Nintendo complaining.



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# TRICKS OF THE TRADE

## TOP SECRET VIDEO GAME TRICKS, CODES AND STRATEGIES

### **SUPER STAR SOLDIER**

(NEC/TurboGrafx 16)

**Secret Options Screen** - Super Star Soldier is a very long and difficult game. There is a secret options screen which can be accessed by entering a long string of commands. First, turn the system off. Hold Run and Select and turn the machine on. When you see "Normal Game" appear in the title screen. When this appears quickly press: Left, Button 2, Up, Button 2, Right, Button 2, Down, Button 2, Left, Button 1, Up, Button 1, Right, Button 1, Down, Button 1. Then press buttons 1 and 2 simultaneously 8 times. Then push Select and Button 1 together 8 times. All of this has to be done while the music is still playing! If you do it correctly the title screen will scroll down to reveal a new secret menu screen! From this screen you can do 4 different tricks!



Begin entering the commands when "Normal Game" appears!



The title screen will scroll down to reveal the options screen!



#### **SOUND TEST**

Listen to any of the 56 sounds in the game!



#### **DIFFICULTY CHOICE**

Make the game easier or harder to play!



#### **SCREEN SIZE**

Play in either a normal or vertical perspective!



#### **LEVEL SELECT**

Begin game play at any of the 8 levels!

### **VEIGUES TACTICAL GLADIATOR**

(NEC/TurboGrafx 16)

**Hidden Continue Mode** - To be able to continue a few times in this game press the Select button and Diagonally Left and Down together when the JVC Music Industries screen appears. The words "Continue Mode" will appear on the title screen. Play the game and when it says "Game Over" you will go back to the intro screen where the right side of it will be blackened out. Press Run to continue the game.



# INTENSE!

**SILVER SURFER**  
RIDING AN AWESOME WAVE  
OF 3 MEGA FIREPOWER!

**12  
LEVELS OF  
PLAY!**



Our amphibious hero battles  
enemies in Pulpis World!



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The Ultimate Bank!



Gruther Odes for Mega-Power  
to battle Mephisto!



Riding above hot lava in  
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## VEIGUES TACTICAL GLADIATOR

(NEC/TurboGrafx 16)

**Sound Test** - To listen to the tunes which are played throughout the game, enter the following commands before the title screen comes on. As soon as you see the "Presented by Victor Musical Industries Inc." screen, press button 1. Reset the game using the Run and Select buttons. You will see the screen blink. Simultaneously press and hold the Select button and Diagonally Up and to the Left on the control pad until the title screen comes on. If done correctly "Music Mode" will appear in red letters in the center of the title screen. Press button 1 to run through the different tunes.



Perform this trick during the credit screen.



Use button 1 to preview the tunes!

## VEIGUES TACTICAL GLADIATOR

(NEC/TurboGrafx 16)

**Change Difficulty Setting** - If you are having a hard time getting through this game there is a way to play on an "Easy" setting. Like the trick above, enter the following commands before the title screen comes on. As soon as you see the "Presented by Victor Musical Industries Inc." screen, press both buttons 1 and 2 at the same time. Reset the game using the Run and Select buttons. You will see the screen blink. Simultaneously press and hold the Select button and Diagonally Up and to the Right on the control pad until the title screen comes on. If done correctly "Easy Mode" will appear in red letters in the center of the title screen. Press button 1 to run through the different tunes.



"Easy Mode" will appear after doing the trick.



You get more power-up points at the end of round!

## TEENAGE MUTANT NINJA TURTLES

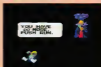
(Ultra/GameBoy)

**Restore Energy** - At any point in the game press: Up, Up, Down, Down, Left, Right, Left, Right, Button B, Button A to fill up your energy supply.

## BRAVOMAN

(NEC/TurboGrafx16)

**Infinite continues** - Kill off your man at exactly 10,000 points. When it asks if you want to continue, don't do anything. The title screen will come up. Then push: Up, Right, Down, Left, Button 2, Select, Button 2, Select. The next time you have to continue you will see that you have infinite continues!



## BRAVOMAN

(NEC/TurboGrafx 16)

**Continue from where you die** - Instead of continuing your game back at the beginning of the round, press Run repeatedly just as you are dying to continue from that point!



# Jump!



Power-up your anti-gravity belt, then jump almost 2 SCREENS HIGH!

END JUMP HERE!

START JUMP HERE!

Use super-human jumping skills to climb giant cliffs & tall towers.



With Low G Man you can Run, Jump, Stab, Seize & more!



## Can You Handle the Responsibility to Save the Countries of United Earth from War-Crazed Robots?

The lives of trillions depend on you - Low G Man, the most skillful warrior alive. If you think you've got the guts, your stash will include a deadly armor-piercing spear, an electromagnetic disruptor and a super-human jump (up to 1 3/4 screens)!

## If You Fail, No One Survives!

So don't. But just in case you'll have infinite continue & a password. You'll get rapid action, detailed scrolling backgrounds,

bundles of surprises, multiple levels, infectious music, heavy power-ups, and outrageously massive Bosses.

## Are You Worthy of the Prestigious Title "Low G Man"?

Everyone can play Low G Man, but only a few can master the skills to save the CUE.

If you're ready for a game that gives you everything and only asks for your extreme concentration, then watch for Low G Man.



**TAXAN**  
Consumer Division



## BRAVOMAN

(NEC/TurboGrafx 16)

**Secret Boss Fighting Game** - There is a hidden game with it's own special ending inside this fine NEC card. At the title screen, alternate pressing the Select button and button 2 over and over again until a new title screen appears! Then press any button to scroll through the message and a listing of the 14 bosses will appear. Select any one you want to start with and press button 1. If you beat him an X will appear over his number. Beat them all and get a different ending to the game!



Press Select and button 2 repeatedly at intro.



Get the new, secret intro screen!



Pick the boss you want to fight with!



Warp to the boss screen and take him on!

## BRAVOMAN

(NEC/TurboGrafx 16)

**Free 1-Up** - There is a hidden 1-Up in the middle of Stage 9. To get it Go through the bottom pipe as shown in the photo below. Don't completely come out of the pipe but 'head butt' the oncoming enemy. You will go to a new screen where an alien will give you a 1-Up! Try it again in Stage 21!



Crawl into the bottom pipe!



Head butt the enemy coming at you!



Warp to the new screen for a 1-Up!



Get another 1-Up on Stage 21!

## JOURNEY TO SILIUS

(Sunsoft/Nintendo)

**Get 9 continues and Sound Test** - To give you a little extra help with this fine game, there is a way to get 9 continues rather than the standard 3 times continue. At the title screen, press the B button 33 times. Then press start. You can also listen to the sounds used in the game.



Kick out the center pipe and crawl down!



Talk to the girl in the game!

## KLAX

(Tengen/TurboGrafx 16)

**Sound Test** - At the Option screen hold down both the Select button and button 2. Then press the Run button twice. This will get you into a very different kind of Sound test screen that lets you play the tunes with an on-screen keyboards!



Do the trick at the Option screen.



Try out all the different sounds!

# Seize!



Play bombardier in the Hover vehicle!



Snag a few Wave weapons to help in your grueling fight!



Climb on ceilings using the Spider vehicle! Spray bullets with the help of the Walker(L).



**Do You Have the Savage Instincts Required to Save the Countries of United Earth from War-Crazed Robots?**

The lives of trillions depend on you - Low G Man, the most extraordinary warrior alive. If you are to succeed in your mission, you must master the deadly armor-piercing spear, an electro-mag-

netic disruptor pistol and a super-human jump (up to 1<sup>3</sup>/<sub>4</sub> screens)!

**Are You Sly Enough to Seize Enemy Vehicles & Weapons?**

Capture the Hover, Walker, and amazing Spider vehicles! Freeze the enemy with your EMDP, then jump on and stab the robot driver.

With these vehicles you'll have loads of weapons and you can pilfer even more: a Bomb, Fireball, Boomerang, and the mighty Wave!

With Low G Man you get blazing action, detailed scrolling backgrounds, infectious music, multiple levels, heavy power-ups, infinite continue & a password.

**TAXAN**  
Consumer Division

**Can You Handle "Low G Man"?**

If you're ready for a game that gives you everything and only asks for your extreme concentration, then watch for Low G Man.



## KLAX

(Tengen/TurboGrafx 16)

**Unlimited Continues** - As you progress into the higher rounds of this great block-dropping cart, the game play gets harder. If you really have an itchin' (and the patience) to make it to round 100 here's a way to keep progressing in the game. After you lose a life and the screen says "Press Flip to Continue", hold down the Select button and press up on the controller several times to increase the number of continues. For each time you press Up your number of continues increases by one. You can have up to a maximum of 9 continues at any one time. You can however, repeat this trick as often as you want in the game!



Do the trick when it asks you to continue.



Get up to 9 continues as often as you want!

## PHELIOS

(Namco/Genesis)

**9 time continue** - Having trouble with Phelios? The 3 times continue just might not be enough to get you through at the advanced difficulty level. To increase this to 9 continues, get into the Chapter 1 intro screen (shown below). While in it press buttons C, A, B, A, C, A, B, A.



## KLAX

(Tengen/TurboGrafx 16)

**View the Different Screens** - OK, so you don't have the patience nor do you want to continue forever but you still are curious as to what happens in the 100 screens. Here is a trick which lets you look at the different backgrounds which come up throughout the game. Go into the Options screen and hold both the Select button and button 2 down. Then press the Run button. You now can preview the 100 screens by pressing down on the control pad!

**Change Screen Brightness** - While in this special mode, if you press button 1 you can increase the screen brightness. By pressing button 2 you decrease the brightness!



Go to Options Mode.



Preview Level 50!



Preview level 99!



Change brightness!

## WIN A FREE GAME FROM EGM!!

We want you to play like a winner, and we're ready to pay! Give us your tips and clues, your secret continues, level selects, power-ups, passwords and codes! If we print your tip, we'll give you credit in these pages as well as a free game of our choice (you can pick the system)! Get the best tips anywhere and get a great game as well from the magazine that's first with the best secrets on all the game systems - EGM!

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# MegaMan<sup>®</sup> 3. Anything else you need to know?



You'll slide through secret tunnels to avoid baddieing robots.



It's hard to top TopMan's dangerous spins.



You and your sidekick Rock will fly over enemy territory to avoid the walking steel hounds.

SnakeMan, HardMan, GeminiMan, MagnetMan, NeedleMan, ShadowMan, SparkMan and TopMan. They're the eight new robotmasters in MegaMan 3. Defeat them all and you'll still have Dr. Wily to deal with. And possibly even a few of your old enemies from 1 and 2. Okay, now the only question that remains is how fast you can get to the store and get 3.

**CAPCOM<sup>®</sup>**  
USA



# INTERNATIONAL OUTLOOK

NEWS, Previews and Info From Around the Electronic Gaming World

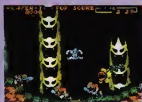
Super Famicom takes Japan by Storm!! Dozens of New SF and Mega Drive Softs Coming Soon!

## Capcom/Super Famicom GHOULS AND GHOSTS 3

Capcom has decided to bring out the sequel to their multi-system hit - Ghouls and Ghosts on the Super Famicom first. Containing very detailed multi-layered backgrounds along with a whole new cast of evil demons, G & G 3 continues along the same lines as your previous adventure. Since it is about 80 percent complete it should be out in early 1991!



*It's the best Ghouls and Ghosts yet with graphics and sound only the SF can do!*



## CBS/Sony Group/Super Famicom JELLY BEAN

CBS/Sony is entering the SF market with a game which is designed specifically for the younger audience. It is a nonviolent game with you as a cute, blue jelly bean with big eyes. You travel through the multi-layered outdoor landscapes on a quest looking for your long lost fellow jelly beans. It's dangerous out there as there are hungry animals and birds on the lookout for a free, tasty meal and that is you! Jelly Bean is scheduled for release in April 1991.



*Explore the countryside as a blue jelly bean with eyes!*

## Taito/Mega Drive DARIUS 2



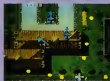
The popular PC Engine super shoo-ter is finally crossing over to another game system. While not containing all 26 levels, Mega Drive users will at least get to play a portion of this side scrolling underwater action game. All the different types of weapons are here as are the shields, power-ups and huge end of round boss mechanical fish!



*Large Boss fish!*



## Treco/Mega Drive TWIN COBRA



*Spectacular graphics and tremendous firepower!*

The popular Romstar arcade game is being converted for the Mega Drive. Similar to the NES game but graphically improved to make this version one of the best vertically scrolling shooters. With tremendous firepower and flicker-free action.



## Telenet/Mega Drive GAIARES

Another new side view horizontal shooter will be coming from Telenet. Taking place in outer space, above the earth and down into highly fortified corridors, this game features multi-dimensional backgrounds, a wide variety of weapons and options to help you rid the planet of an invading force of star ships.



*Multi-dimensional layered backgrounds along with huge full screen end of round boss aliens!*

## Sega/Mega Drive V-ATTACK

Awesome background graphics, similar to the moving flame waves in Thunder Force 3, make V-Attack a visually stunning game! Add over a half dozen different types of weapons and power enhancements and its another hit for Sega!



*Spectacular wave backgrounds!*



## Sega/Mega Drive CRACKDOWN

Sega of Japan is converting one of their great arcade classics to the Mega Drive. You and a friend must case the city looking for time bombs set by the terrorists! The screen is split so each person can move independently and there is an overview of



the entire building to help you locate the enemy. Armed with a cannon and smart bombs for protection, you'll have to move fast to beat the clock!

# The Following Be Too Graph



Why mow the lawn when you can bomb oncoming planes and destroy secret military bases in nine action missions with **BLUE LIGHTNING**.



After dinner, you can always battle maggots, blood-flies and drools in the dangerous 8 player game — **SLIME WORLD**.



**RYGAR**, the 2 player arcade hit that pits you against ferocious beasts, bideous demons or worse, your best friend.



**PAPERBOY**. Fling papers at non-subscribers, race your bicycle on people's lawns — in other words, the ultimate afterschool job.



**RAMPAGE**. Become a 60 ft. beast, demolish buildings and eat tanks as an army attempts to destroy you. Up to 4 players can take part in the destruction.



Encounter loathsome beings. Escape from horrible creatures. It's you against the evil empire in the game of **GAUNTLET**.

Warm up the brain cells. Condition those fingers. Break out the antacid.

The new Lynx cartridges are here.

Twelve of the roughest, toughest, most challenging game cartridges in the Cosmos.



And now you can play them on earth. In fact, anywhere on earth. Because the Lynx is the world's first portable, color video game system.

With its totally unique 16 bit graphics engine,

# g Scenes May ic For Adults.



**ROBO SQUASH.** The ultimate paddle game. The goal is to squash the enemy and line up four globes in a row to win. But be careful, three splats and you're out.



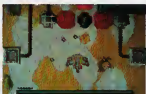
**XENOPHOBE.** Trapped in a space station, you must destroy the aliens. Side-scrolling adventure for up to 4 players.



**KLAX.** Maneuver your platform. Catch the falling bricks. Stack 'em for points. And try to do it all before your dad asks to borrow it.



**ROAD BLASTER.** Drive and avoid mines, exploding towers and enemy vehicles for points and make it through 50 levels. Great to play in the back of the car.



It's a galactic shoot out between you and aliens in the 4 player game **ZARLOR MERCENARY.** Your only hope is to kill them all or break for lunch.



Help **MS. PACMAN** escape the marauding ghosts by guiding her through multiple mazes gobbling up dots, energizers, fruits and pretzels.

the Lynx lets you play arcade quality games that really look like arcade games. In 4 channel sound. Play by yourself. With one opponent. Two opponents. Three opponents. Or you can even link up with seven other players on certain games.

So if you don't already own a Lynx,

you better hurry. Because they're going fast. And so are all these game cartridges.

Visit the videogame section in your favorite store now.

Before they're wiped out.



# The final test of the

*You've conquered Super Mario Brothers 3™, beaten Ninja Gaiden II™, trounced Tetris™, now you must face Solstice—The Quest for the Staff of Demnos.™*

*Are you equal to the task of rescuing the princess from the evil wizard Morbius? In the brilliant 3-D fantasy Solstice, Shadax the sorcerer must find the six pieces of the Staff of Demnos in order to gain the power he needs to save his beloved. And you must guide him in his quest through the ancient fortress of Kastlerock. But be forewarned, do not underestimate the difficulty of the journey at hand. Listen to the words of those that have gone before you.*



*"Only by using your years of spell-casting wisely will you survive the more than Two Hundred Fifty rooms in Solstice. Nearly every room presents a unique challenge to your intelligence, resourcefulness, and timing."—Gary Meredith, GAME PLAYERS. "Solstice, a new action/puzzle game...*



*a challenging task indeed... three dimensional view."—NINTENDO POWER™ March/April, 1990. "A challenging, spellbinding cartridge—completely original in concept!"—GAMEPRO MAGAZINE.*

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## Game

*masters—Should you search for Solstice in vain, send us the names of three stores you have visited. And we will assist you in beginning your quest. Masters of Solstice—please send us your tips, maps, ideas for Solstice 2.*

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**DATA EAST INTRODUCES:  
THE  
SIMPSONS  
PINBALL!**

"Comin' Through Man!"...  
Bart Simpson is at it again.  
This time America's #1  
Underachiever is at the helm  
of Data East's sensational  
new pin -- "The Simpsons!".

"Whoa, Mama!" is how this game is best described. This pin is loaded with fun, action, and features galore that only a one-of-a-kind guy like Bart could fathom! Every pop-bumper and drop target reinforces The Simpsons theme, as does the playfield art (a collage of excerpts from favorite episodes of The Simpsons), backglass art, exceptional digitized speech, and features such as the Ultimate Behemoth Ramp, The Nuclear Jackpot, and Multi-Ball play. Place all this on a well designed playfield layout and you've guaranteed a rewarding Simpson experience for both novice and expert players alike.

The Simpsons Pinball doesn't rest on its license... it truly is one of the best designed pins out there. Credit due to the fine design team at Data East, namely lead designer Joe Kaminkow, an industry veteran instrumental in the resurgence of pinball via his work on Space Shuttle for Williams, Ed Cebula, an engineering genius responsible for the finely tuned mechanical design of The Simpsons Pinball, and of course, the Simpsons creator - Matt Groening. An

# THE SIMPSONS



avid pinball player himself, Matt worked closely on the design from day one. As Matt explains, "Games are another way of story telling." Joe Kaminkow also noted that Matt contributed to the decision to include twice as much digitized speech as was originally intended so that the player wouldn't tire of repetitiveness. "We had to double our speech capability to pull it off, but the effort is rewarded in the play experience," claims Kaminkow.

Yet another example of the uncompromised design that resulted in a remarkable pin. Enough Kudos; you just gotta play it! "Later, Dudes! I'm outta here!"

Look forward to more data east flipper action coming soon: T.M.N.T, Batman, Star Trek 25th Anniversary, and Total Recall.



The fantastic Simpsons pinball is already out! EGM's Steve Ryno gives it a test!

The Simpsons are not only on TV, but they are coming to a video game (Acclaim), a pinball game (Data East), and soon...an arcade game (Konami)!





# NINTENDO

# P • L • A • Y • E • R

## FACT-FILE

Manufacturer: Acclaim

Machine: NES

Cart Size: 2 Meg

Number of Levels: N/A

Theme: Action

Difficulty: Average

Number of Players: 1

Available: December '90



You know 'em and you love 'em! First there's Homer, the bumbling and balding father figure who's every environmentalist's worst nightmare; Marge, the happy housewife with a 'do that only Frankenstein could appreciate; Lisa, the super-smart jazz fan with an ear for the blues and baby Maggie who's main form of expression is a gyrating nookie. Rounding out this ideal post-nuclear family is bad-boy Bart, the smart-mouthed star of America's number one television show, *The Simpsons*.

Together, this ensemble has successfully shot to the top of the charts! Capitalizing on this overnight fame, Acclaim has rounded up the Simpson's family for what is sure to be their most exciting adventure yet, focusing on the seemingly naughty exploits of spike-haired Bart, out to save the town from an alien foe!

This Nintendo-compatible cartridge begins with Bart glancing through the pages of his favorite comic book before spying an advert offering the miracle of X-Ray vision for mere dollars! In possession of his new specs, Bart is soon

Unable to convince his parents or siblings of the impending doom about to befall the residents of Springfield, Bart sets out on a one-man mission to disrupt the alien plans and insure that he'll get to his next birthday!

The aliens, it appears, are removing certain objects in preparation for their takeover. While these items are varied, they all share one common feature: they are blue. Realizing this, Bart sets out about town, spray paint in hand, determined to deface anything and everything with a blue hue. Only by stopping the enemy in this way can Bart save the city!

Unfortunately, Bart's reputation precedes him. Unable to sway others to his story, Bart must avoid other obstacles from good folks who see the mischievous Simpson son living up to his questionable standards.



### *Skateboardin' with spray paint!*

shocked at what he discovers. The glasses enable him to see two local civic workers for what they really are...space aliens!

When Bart is able to make it around the dangers and complete his round by round tasks, he's given the chance to convince one of his family members, in a cleverly animated sequence, of his true intentions. It's not easy, but level by level the Simpson family begins to believe in Bart's tale, but only when all the members agree with Bart does the game take its final set of twists and turns.

The climax of the game leads Bart to the Springfield nuclear power plant, which due to certain circumstances, is about to go super-nova and take the town with it! Only with some quick reflexes and a little bit of ingenuity (not to mention help from a younger member of the Simpson's clan) will Bart be able to save the day!

The Simpsons game for the Nintendo Entertainment System captures all of the fun and excitement of America's most popular television show with an inventive storyline, nice side-scrolling action and plenty for Bart and company to interact with. Whether it's an other-world menace or a local out to give the bad-boy a hard time, Bart has a special job to do and the fate of all of his friends, no matter how nasty they get, is in his hands (gulp!).

Look for more on this exciting new game from Acclaim in an upcoming issue of Electronic Gaming Monthly! Ay Carumba, home boy, I can hardly wait!



*The Simpson's family is all at home in this new action/adventure game that pits Bart and company against a very different sort of invader!*



*In the early prototype, you could even play pranks...*



*...that only Bart Simpson would get off pulling!*



*The prototype used popular spots from the TV series!*

## FACT-FILE

Manufacturer: Ultra  
Machine: NES  
Cart Size: 4 Meg  
Number of Levels:  
Theme: Action  
Difficulty: Average  
Number of Players: 1 to 4  
Available: December '90

## TURTLE POWER!!

The fab four of the 90's are back in their biggest adventure yet! It's straight from the arcades in the best translation possible on the NES! With a full 4 megabits of power plus a MMC3 chip Konami has taken NES technology into areas where no one has ever gone before! And it shows!

In this sequel both April and Splinter have been kidnapped by Shredder and you and a friend must save them! But Shredder knows you are coming and has his henchmen - Bebop, Rocksteady, Krang and other new missionaries - Tora and Shogun ready to make turtle soup out of you!

Your adventure takes you all through New York city. You start in a burning building where April is trapped! It's all a set up and after you eliminate Bebop, Shredder appears, grabs April and escapes! You hit the streets searching for her grabbing an occasional piece of pizza for energy! Not finding her there, it's time to go down into the sewers. April, unfortunately isn't there either and you climb back up to find it's winter where a killer snowman is waiting for you. Spring comes and your quest takes you through a parking garage where you rescue April! Shredder grabs Splinter and takes him to one of his factories. Take on a rockman armed with a flamethrower and try to save Splinter! Now for revenge!! Fight through Shogun's house and into the Technodrome where Shredder has a special surprise waiting for you!



*Watch out for the giant bowling balls coming down the stairs!*



*The Pizza Hut signs will fall off the wall revealing more enemy!*





*Up in the streets the turtles must fight with the ninjas coming at them from both sides of the screen. Grab the slice of pizza for energy!*



*Take on Rocksteady who is the end of round boss. Don't stay in one spot for long or he'll drill you. Use jump kicks to finish him off.*

*After a while in the sewers you come street-side again to find it's winter. Take out the snow men and go after Tora who throws huge ice boulders at you.*



*After a while it warms up and the snow melts. You now can use your jet-powered skateboards to even up the score with Shredder's helicopters.*



*You're now off to rescue Splinter and then it's on to the Technodrome. But before you get there you must get by one of Shredder's bounty hunters!*



*The Technodrome is your last stop. It's fully protected with wall mounted lasers, energy towers and lots of robots. Shredder is there waiting for you!*

*In the parking garage proceed carefully, as you not only have to take out the machine gun toting enemy but you must watch out for the cars which will be pulling out of their parking spots. Use the orange traffic pylons on the roadway as weapons and be ready for the enemy reinforcements who will come charging out of the van. Use the exploding barrel as a weapon!*



**TURTLE POWER!!**

ADVANCED  
Dungeons & Dragons®  
VIDEO GAME

# HEROES OF THE LANCE

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Entertainment System



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**The Biggest News in the History of Krynn!**

**Heroes of the Lance Is Here!**

**The first official ADVANCED DUNGEONS AND DRAGONS® game for Nintendo!**

Big news for AD&D® gamers! Now you can play the first Official ADVANCED DUNGEONS & DRAGONS® action game made for the Nintendo Entertainment System!® *Heroes of the Lance* is a challenging action-adventure game based on the popular *Dragons of Despair* DRAGONLANCE® module. The player takes control of eight fighting fantasy characters, guiding the brave companions through exciting encounters with dragons and dwarves...magic and monsters, in their quest for the precious Disks of Mishakal. Decide the fate of the world of Krynn. Vanquish the ancient black dragon Khisanth or be doomed to fail! Look for the Official ADVANCED DUNGEONS & DRAGONS® trademark to be sure you're getting the only authorized AD&D® Nintendo products. Get *Heroes of the Lance*, the newest last-action game from FCI.



- Action-packed animation graphics
- Eight characters each with special skills
- Fight giant spiders, Gully Dwarves, dragons and monstrous Draconians
- Defend yourself with magic and an arsenal of weapons

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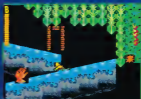
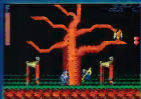
Manufacturer: Sega  
Machine: Master System  
Cart Size: 2 Meg  
Number of Levels: 5  
Theme: Action  
Difficulty: Average  
Number of Players: 1  
Available: February '91

## LOKI GOES 8 BIT!!

The fantastic Ghouls'N Ghosts which we all have grown to love on the Genesis has now been translated for the Master System! And it is a very fine one at that! All the levels are there as are the demons of the dead. The weapons are expanded though, requiring you to journey into secret doors which appear from within certain treasure chests. Once inside you can power-up one of three features: better armor, boots or a new weapon. Other times Arthur will enter a different shop that allows you to replenish your health or magic! Loki is back in this version and, similar to its 16-Bit brother, you must play through the game twice to reach his lair! It's a cartridge that Master System players have wanted for, and with all the new features and surprisingly good graphics for an 8-Bit engine, Ghouls and Ghosts is winner from beginning to end.

# GHOULS AND GHOSTS

## SAME LEVELS AS GENESIS!





## BOSS DEMONS!



## MAGIC POWERS



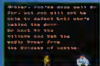
## ARMOR STATUS



## GREAT EFFECTS!



Double Demons!



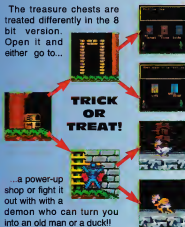
Play Again!



LOKI!!!

## TREASURE CHESTS..

The treasure chests are treated differently in the 8 bit version. Open it and either go to...



...a power-up shop or fight it out with a demon who can turn you into an old man or a duck!!

**AFTER PLAYING THROUGH THE GAME, REPEAT IT ONCE MORE TO GET TO LOKI!!**



# OUTPOST: GENESIS

## FACT-FILE

**Manufacturer:** Sega  
**Machine:** Genesis  
**Cart Size:** 4 Meg  
**Number of Levels:** 7  
**Theme:** Target Shooter  
**Difficulty:** Easy  
**Number of Players:** 1  
**Available:** December '90

A well-armed army of both mechanical and man-led terrorists is threatening to strike out against strategic targets the world over! Instead of letting these ruthless cowards fulfill their dreams of world domination, it's time to send in the one-man military machine capable of dropping the bad-guys on their own turf. It's time for the Dynamite Duke!

This multi-level translation of the popular Fab-Tek arcade shooter puts you in the shoes of a fearless fighter out to stop the enemy at whatever cost, in whatever environment they reside. Press on through their defenses with machine gun in hand, infiltrate their strongholds and battle the Bosses one-on-one, using your dynamite punches and close combat skills! This is one fight the Duke will remember forever!





Use your punches  
to take out the  
Bosses when they  
get too close!



Fight your way  
past the bad guys  
in seven levels of  
dynamite play!



**FIGHT AGAINST 12 HUMAN  
AND MECHANICAL BOSS  
OPPONENTS!**

**CHARGE TOWARDS THE  
BOSS ATTACKERS!**



**BULLETS**  
Increases your  
reserve supply



**HEALTH**  
Revitalizes some  
of Duke's energy



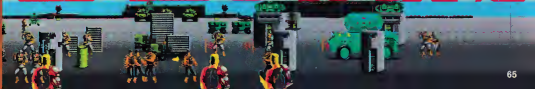
**DYNAMITE PUNCH**  
Destroys all ene-  
mies on screen



**ARMOR**  
Deflects damage  
from enemy



**FULL AUTO**  
Allows for rapid-  
fire action



## FACT-FILE

**Manufacturer:** EA  
**Machine:** Genesis  
**Cart Size:** 4 Meg  
**Number of Levels:** N/A  
**Theme:** Sports  
**Difficulty:** Average  
**Number of Players:** 1 or 2  
**Available:** November, '90

# John Madden FOOTBALL

With the football season well under way, the armchair quarterbacks rule the weekends! Now, thanks to Electronic Arts, these weekend warriors can sharpen up their strategy during the week

with John Madden Football on their Genesis. Everything is built into this super simulation! Play alone against Madden or take on a buddy. You can pick your teams from 16 pro cities or go up against a hand picked team of Madden All Stars! You have a choice of several types of seasons but the real enthusiast will go all out for the Playoffs! In this mode even the weather conditions change! Slide on the slick turf in the rain, get chilled in the snow and splash around in the mud!

After tinkering with all the options you can sit back and read the scouting report on the two teams. John tells all! Which player is hot, who is weak up the middle, or who is not having a good season!

Finally it's game time! Hopefully you read the instructions as even the simple kickoff has a strength meter! If you're on defense you

head downfield and can select to control the player closest to the action. Go for a solid diving hit and he just might cough up the ball! Miss by just a bit and you'll go sailing off empty handed! If

you're the kick off return man get behind your blockers and if it looks like you're going down in flames press the B button to try to spin away from a tackler!

So you didn't run it back for a TD. Now you get to try some real football.

While in the huddle you can check out your plays on the scoreboard. And what a choice! First choose a Set. These are the types of players who will run your play. You have 6 choices. Then select a formation to determine how you will line up. There are 5 possibilities. Next pick a play. Six different picks! Oh, yes do it quick as the 45 second clock is counting down! As a final option, you can always call an audible on the line! For defense your choices are also numerous, 5 formations, three sets and 6 plays! There's a lot more,

half time stats, summaries of other games being played and even highlights of close contests!



*Madden Football even has penalties...just like the real game!*



*During halftime you even get to see the scores of other games from around the league!*



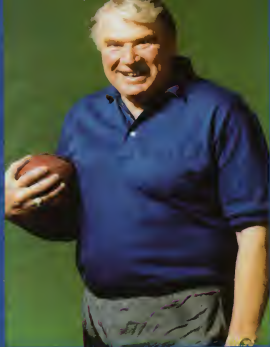
## KICKING GAME



*Kicking field goals requires timing as well as skill!*



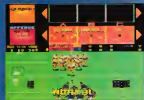
*The perspective changes when you take over the defense!*



## CHOOSE YOUR PLAY!



*Unlike other football games, Madden Football gives you an enormous amount of variety in plays without getting overly complicating or slowing the game down!*



## PASSING GAME



*Passing is done by identifying the receiver with the buttons...*



*...which sends the ball to that player who must catch it!*

## GAME SELECT



*In Madden you can tailor your own teams for regular play...*



*...or compete in the tournament against the rest of the league!*

## PRE & POST GAME



*Before the Kickoff, analyze teams with scouting reports!*



*Every half John Madden gives you the game's statistics!*

## FACT-FILE

Manufacturer: Sega  
Machine: Genesis  
Cart Size: 4 Meg  
Number of Levels: 16  
Theme: Action  
Difficulty: Easy  
Number of Players: 1  
Available: November '90



### WELCOME TO THE CASTLE OF ILLUSIONS...

Well Mickey, it used to be fun. Just you and Minnie living happily in cartoonland. But now all of that is over as the wicked witch Mizrabel has kidnapped poor Minnie and taken her to the dreaded and mysterious Castle of Illusion. You know that place, it's where all of the toys you played with in your past episodes live. They have come to life and now are out to get even with you! Somehow you must get the seven jewels of the rainbow. They will give you the power to defeat Mizrabel!

Your quest starts out in the black forest with bats and walking mushrooms. Then it's on to the spider webs and back to the dark and spooky forest. The second round is in toy world where wooden soldiers and jack-in-the-boxes come after you. Bounce across the jello and into the topsyturvy world where everything flips upside down. Grab the gem and move on to the jungle which is filled with waterfalls, rushing rivers of water and hungry fish. Next it's into the library where bookworms, dancing letters of the alphabet and falling books come after you. Go into candy world filled with ice cream, cookies and cakes, then back to the library where you swing on the pull chains of the lights, turning them on and off. The castle labyrinth follows and you must avoid suits of armor, a huge rolling ball and lots of bats as you cross the skull bridge. Swim through another labyrinth and Minnie is in sight, but first you have to defeat the evil Mizrabel herself!



LEVEL ONE - Begin in the forest...where can Minnie be?



LEVEL TWO - Now you're in Toyland, where up can be down!



MICKY  
ATTACK



## FACT-FILE

Manufacturer: Sega  
Machine: Genesis  
Cart Size: 4 Meg  
Number of Levels: 16  
Theme: Action  
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**LEVEL ONE** - Begin in the forest...where can Minnie be?



**LEVEL TWO** - Now you're in Toyland, where up can be down!



**LEVEL THREE** - Mickey can swim! Watch out for the fish!



**LEVEL FOUR** - Mickey sure looks small on this bookcase!



### MICKEY'S ATTACK!



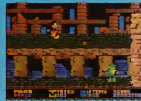
ALL BUT ONE, THAT IS, SHE WHO IS JEALOUS OF MINNIE'S BEAUTY AND POPULARITY - THE WITCH MIZRABEL!



**BOSS ONE** - A mad tree stump rolls at you and drops acorns!



**BOSS TWO** - Watch out for the springs on this curious Clown!



**BOSS THREE** - An idol appears throwing frogmen at Mickey



**BOSS FOUR** - A dragon appears from the lake - hit its head!

**MOVE  
ON  
MICKEY!**

# ILLUSION



**BOSS ONE** - A mad tree stump rolls at you and drops acorns!



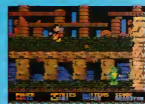
**BOSS TWO** - Watch out for the springs on this curious Clown!



**LEVEL THREE** - Mickey can swim! Watch out for the fish!



**LEVEL FOUR** - Mickey sure looks small on this bookcase!



**BOSS THREE** - An idol appears throwing frogmen at Mickey

## KEY'S BACK!



ALL BUT ONE. THAT IS, ONE WHO IS JEALOUS OF KINIE'S BEAUTY AND POPULARITY - THE WITCH MIKABEL!



**BOSS FOUR** - A dragon appears from the lake - hit its head!



**MOVE ON MICKEY!**

## FACT-FILE

**Manufacturer:** NEC  
**Machine:** TurboGrafx-16  
**Cart Size:** 4 Meg  
**Number of Levels:** 8  
**Theme:** Shooter  
**Difficulty:** Average  
**Number of Players:** 1  
**Available:** December '90

This is not your first battle across the stars! Far from it, you have led a hundred missions into hostile territory defended by the most evil of life forms. Your battle skills have led to a classification of fighting machine reserved for a select few who exhibit the true talents of mass destruction. You are known as a Star Soldier.

In this sequel to the classic Nintendo title, NEC brings us 16-Bit shooting action of a caliber not seen since *Blazing Lasers*. While there are some similarities between the two games, *Super Star Soldier* provides you with a new selection of weapons systems, not to mention alien worlds to conquer!

The vertically-scrolling backgrounds serve as the battlefields for hundreds of alien war machines bent on the final annihilation of the human race. Only by determining the correct combinations of power-ups and defensive weaponry like options and missiles can the war be won.

Breaking up the round-to-round action are Boss encounters with devices that make similar ships of destruction pale by comparison. Get set to battle screens full of alien armadas and the mother ships which dispatch them.

Can you break through the enemy defenses and eliminate the opposing forces once and for all? With all the power you need at your fingertips, the true strength of your *Super Star Soldier* abilities will be put to their limits in an environment that you may have visited before...but never remembered being this hostile!

# BOSS ATTACK!!



*Power up to make it easier to take out the first level boss. The fire weapon works well!*



*The second boss moves in a predictable pattern. Stay off to one side when attacking!*



*The third level takes you over land, and a large scorpion is it's end boss.*



*Back into space for the fourth stage. Get the ring laser to wipe out the boss!*



*The fifth level boss has long mechanical tentacles. Standard fore works well here.*



*Standard homing missiles take out the pods on the sixth level boss!*



*The hardest and most powerful boss of the game is in the seventh level.*



*It's almost over! For the eighth level you must fight all of the bosses one more time!*





*The red sphere gives you standard fire in multiple directions.*



*The green sphere upgrades your weapon to a 3 beam electro-laser!*



*The blue sphere powers your weapon up to an expanding ring laser!*



*The yellow sphere gives you twin, circular fireball lasers!*

# SUPER STAR SOLDIER



*The electro laser cleans up in the first level!*



*Tanks and stealth fighters come out in level 2!*



*Avoid the flaming fireballs in the third level.*



*Dodge the incoming fire and slip in with the ring lasers!*



*The 3-D crystal asteroids break up and get in the way!*



*Fly through the gauntlet, shooting the enemy on the sides!*



*Action is nonstop with dozens of enemy ships coming at once!*



*The fire lasers are a good weapon to use over the platform!*

# SCORE BIG POINTS WITH NEC'S 'NINJA SPIRIT'<sup>TM</sup>



**FIGHT NINJAS TO WIN  
A TURBO CD-ROM PLAYER!!**

**Lucky Winners Will Receive:**  
**1st - A TurboGrafx-16 CD-ROM + "Ys"!**  
**2nd - A Turbo Stick + 5 Turbo Games!**  
**3rd - 5 Turbo Games!**

## AND YOU COULD WIN A TURBOGRAFX-CD PLAYER!!

If you've been scoring big in "Ninja Spirit", then Electronic Gaming Monthly wants to hear from you! We've got an awesome NEC TurboGrafx-CD player and some of the hottest Turbo games to give-away to the top-scoring "Ninja Spirit" gamers!

We think "Ninja Spirit" is so exciting, we voted it NEC's 1990 Game of the Year! That's not surprising when you look at all the radical features this game has!

Gather up your ninja power and collect the shadow ninjas as you power-up incredible new weapons and take on Boss attackers that fill the entire screen!

Now, while you're battling the bad guys through dark forests and eerie caves in search of the ultimate evil Ninja, you can earn your way to winning some awesome TurboGrafx-16 prizes!

Send your name, address, age and phone number, along with a photo of your high score to:

Electronic Gaming Monthly  
c/o "Ninja Spirit Contest"  
1920 Highland Avenue, Suite 300  
Lombard, Illinois 60148

All entries must be received by December 31, 1990 to be eligible. Watch for the March, 1991 issue of EGM to see if you won!

*Contest Rules: All entries must be postmarked by December 31, 1990 and EGM or the judges are not liable for lost or misdirected mail. Void where prohibited. A clear photograph or VCR tape of the scoring area of the Ninja Spirit game must accompany your entry. The decision of the judges is final. No purchase necessary to enter. One first place winner will receive a TurboGrafx-16 CD-ROM player plus "Ys". One second place winner will receive a Turbo Stick and five Turbo games of your choice. One third place winner will receive five Turbo games of your choice. In the event of a tie, there will be a random drawing of the winners. Employees and families of Sendai Publications are not eligible.*

# SHOOT 'EM OR SCOOT 'EM!



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## FACT-FILE

Manufacturer: Atari  
Machine: Lynx  
Cart Size: 2 Meg  
Number of Levels: 23  
Theme: Action  
Difficulty: Easy  
Number of Players: 1  
Available: December '90

# RYGAR

### A NEW KING HAS RETURNED AFTER 10,000 YEARS...

For millions of years the wise and powerful kings have ruled their countries fair and honestly. The people lived in peace and prosperity. Occasionally the minions of darkness would rise from the center of the Earth and try to take over the upper world. Each time they were turned back by the king's brave warriors. Suddenly, without warning, a vast army of the creatures of darkness arose and completely overpowered the nations. The world was plunged into a time of eternal evil.

Now, after 10,000 years, a new brave warrior called Rygar plans to restore peace by defeating the demons. Help him in his quest to turn back the forces of evil.



*The Lynx version of Rygar is based on the coin-op!*

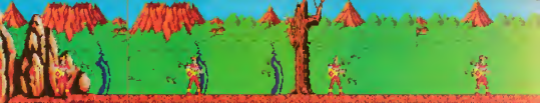
Unlike the older Nintendo copy of this game, the Lynx version is derived from the original Tecmo arcade game of a few years ago. With multi dimensional scrolling backgrounds set in an ancient era, Rygar takes on his quest gathering power-ups and destroying the demons that stand in his way!

Each level is a race against time. You start with 100 seconds and must eliminate the hideous monsters which prevent you from passing. Besides tangling with the monsters you must jump from ledge to ledge over huge bottomless crevices. Make it to the end of the level and get your just rewards!

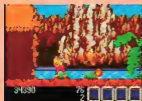


*At the conclusion of each level, you enter the temple room for bonus points and more!*





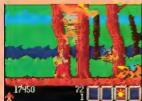
## THE WEAPONS OF RYGAR...



**THROWING SHIELD** - This is Rygar's primary weapon.



**STAR** - Allows Rygar to fire his shield weapon up at enemies!



**SUN** - This provides a bigger shield and extended range



**TIGER POWER** - Now Rygar can jump on enemies to kill them!



the evil in peace and prosperity against the minute of darkness. Suddenly the creatures of destruction took over these nations and plunged the world into eternal evil. Now after 1000 years, a new hero has returned to battle for these lands.



Rygar for the Lynx plays very much like the arcade classic. Your quest, set in a side view perspective, involves racing against a 100 second count-down timer, destroying or jumping over the demons of darkness, grabbing bonus power-ups as they pop up and still finding time to successfully pass over the numerous pitfalls you encounter.

The enemy you encounter are quite formidable. Ranging from headless zombies and flying dragons who drop other monsters, to armadillos who roll up in a ball and come at you. Throw in lava men who come out of the ground and hurl flaming rocks at you and the game turns into a battle for survival!

As the game gets harder your weapons do get more powerful. Don't move too fast through the game as many of the good weapons pop up after you pass by them. If you hear the bell, back up as it could be a much needed item. Extra time, additional lives, and big bonus points are other treasures! It's 23 levels of difficult but challenging game play!

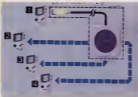




# GAMEBOY CLUB

## GAME BOY GETS 4 PLAYER ADAPTER!

Nintendo is planning to bring out a 4 player adapter which will effectively double the number of GameBoys which can be linked together for simultaneous play! This adapter is expected to sell in the \$25 to \$30 price range and new four player games, like F-1



Race shown below, are being readied for concurrent release. The problem of requiring multiple copies of each cart have not yet been solved and, as with the current two player games, each of the four players will need to have their own copy of the game.

### F-1 RACE Nintendo

One of the first games to make use of the new 4 player GB adapter will be this spectacular racing game. Featuring multiple courses and different types of cars, each player views the track from his own car's position and races independently!



### R-TYPE Irem

The mega hit arcade game now goes portable with this excellent GB conversion! Little, other than color, has been lost in this translation as all of the power-ups and weapon choices remain intact as do the huge end of round bosses.



### CHASE HQ Taito

The fantastic arcade game is being shrunk down to the GB. Get your assignment, hop in your car, kick in the turbocharger and go out after the criminals who are trying to escape! Cuff 'em and head out on your next mission.





## KUNG FU MASTER

Irem

Irem has a new action oriented kung fu game on the same line as Double Dragon. Use your martial arts skills against huge thugs with guns and knives.



## GREMLINS 2

Sunsoft

The cute little Gizmo is back for the small screen in another adventure in the highrise office building. The evil Mogwai are all over and Gizmo must eliminate them. Great action screens and bonus rounds will make this soft a lot of fun to play!



## OPERATION C

Ultra

The spectacular NES game - Contra is now being converted to the GameBoy. The name will be changed to Operation C but all the great game play, weapons, and power-ups have been retained and virtually nothing has been lost (other than color) in the translation.



## WIZARDRY

Nexoft

Nexoft's NES RPG will soon be out for the GameBoy. Containing a phenomenal 2 meg of memory (more than Columns for the Genesis), Wizardry sends you down into the first person perspective 3-D mazes in search of treasures and magic.



## DOUBLE DRIBBLE 5 ON 5

Konami

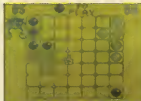
The fantastic NES basketball game is coming to the GB early next year. Link up with a friend and go head-to-head or take on the computer in a solo match! Very fast and intense action!



## SPOT

Arcadia

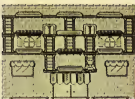
The popular stick figure from the 7-Up commercials is going B & W. It's the same othello-type checker game as on the NES but now you can play it on-the-go. The great 2 player version translates well to the GB as you and a friend can go head-to-head using the link cable!



## BURGERTIME

Data East

Remember the NES version of this game from 1987? Make special burgers with the works! Bun, meat, onion, pickle, tomato, and another bun. Assemble them and drop 'em down on the waiting plate! But watch out for the hot dogs & eggs!

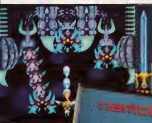




# Master The Skies

Imagine yourself astride a winged horse, thrusting and slashing with a magical sword... Or skimming the earth on a futuristic airbike, blasting through waves of attack robots... Just imagine... Now get ready for the kind of innovative games we're known for.

New from **NAMCO**, the  
Game Creator



Ancient gods of Greece at war! Evil Typhon, lord of the underworld, has kidnapped lovely Artemis, the moon goddess. Apollo, the sun god, attempts a rescue astride the winged horse Pegasus. With your expert guidance, they soar through the sky and battle the likes of the snake-headed Medusa, and Charybdis, the sea monster. Extra fire power, lives, and speed will help in the final assault...but don't forget to grab Phelios, the Sword of Light, when it is offered.



Space combat at the Earth University. That's what you signed up to learn. Armored attack robots are blown away as you deftly pilot your deadly airborne through fantastic 16-bit 3-D-like graphics of Earth terrain and alien ruins. Next class, you hop in your fighter plane to battle boss enemies and mop up in the bonus rounds. When you've finally mastered armament upgrades and piloting skills, you'll pass level six and graduate, earning the title "Space Fighter."

"Great colorful graphics that will knock you out of your chair! Dazzling multi-moving graphic imagery and theme music... Exceptional!"

—1991 Video Game Buyers Guide



**namco**  
The Game Creator



# POWER UP

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**U.S. National Video Game Team's**

# **SUPER PLAY**

**Super Strategies For Winning Big!**



## **ULTIMA: QUEST OF THE AVATAR**

In the world of computer games, the Ultima series is one of the oldest sagas to terrorize fantasy role-playing fanatics. The third installment of this quest, Ultima Exodus, enjoyed a successful run as a Nintendo game and is responsible for creating the RPG field on the NES.

Now there's a new challenge to conquer with Ultima: Quest of the Avatar. Your new challenge is to rid the land of malice and injustice as you accept Lord British's test to follow the path set before you...leading you on the Quest for the Avatar!

N.Y. UNIVERSITY PRESS GROUP (1997)

# SUPER PLAY

THE BEST OF THE BEST OF THE BEST

SUBSCRIBE  
TO THE  
BEST!!!

FRESH FROM THE SAGE

# SHADOW BLASTERS

**SUMMON THE POWER OF  
HYPRION TO STAND DEFIANT  
IN THE SHADOW OF EVIL**

Experience the supernatural Powers of Warriors from distant times as they roam the planet battling the forces of darkness, the phantoms of Ashura. Hurling the Flames of Justice they seek and destroy the scourge that has befallen the Earth.



WIN A  
FREE CD  
\*DETAILS BELOW

# Insector X

THEY'RE COMING A BUG YA!... TO MEATH!  
 Insector X is the killer bug you've been waiting for. It's a  
 game that's as fast as a bee and as tough as a wasp. You've got to be a  
 real pro. No cap of bug spray will help you here. These giant  
 insects are too smart for you. You've got to be a pro to get the job done.  
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 insects are too smart for you. You've got to be a pro to get the job done.



**SAGE'S  
CREATION**

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 Sega Enterprises Ltd.

SEGA  
**GENESIS**  
16-BIT CARTRIDGE

# ACHIEVE AVATAR STATUS!



**SACRIFICE** – Give to the less fortunate.



**COMPASSION** – Help the poor – give money



**HONESTY** – Don't cheat the storekeepers.



**HONOR** – Always keep your promises.



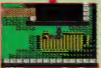
**AVATAR** – The highest honor achievable.



**JUSTICE** – Be fair and equal to all.



**VALOR** – Do not shy away from battle.



**HUMILITY** – No one is too great or too small.



**SPIRITUALITY** – Pray in the shrines.

The first part of the quest is to raise your attributes to Avatarhood. To do this, you must prove yourself in certain ways. Always help the needy by giving them money and blood. Live without fear, by not fleeing from battles. Keep your promises, never go back on your word. Discriminate against no one, all must be treated equally. Only after proving to Hawkwind your eternal sincerity, can you achieve this status.

Your dedication will constantly be tested. Things you shouldn't do include: Never open a treasure chest that doesn't belong to you. Don't steal! Innocent people shouldn't be attacked. Tricking others isn't warranted. While you can do anything you want in the game, the short term dishonest gains will never get you Avatarhood!

## NEW FEATURES!! ULTIMA 1 AND 2 COMPARED!

As you travel through Britania you'll meet many new people. Just as in the first game, write down what the people say. They will give you clues to important items in the game. You'll also encounter new enemies, many of which seem more powerful, but are not.

Two improvements to the first game are as follows: First, you now can carry both, a short and a long range weapon into battle.



**Ultima 1-only**  
one weapon in battle.



**Ultima 2 - two**  
weapons use-  
able in battle.

Second, you no longer have to be directly lined up with the enemy to be able to hit it as you have a movable targeting cursor for shooting.



**Ultima 1 -**  
shoot straight  
ahead only.



**Ultima 2 -**  
movable tar-  
getting

Also, your magic has been improved. Several new spells have been added to your arsenal. One in particular is the negate spell. In the first game the enemy couldn't cast a spell on you. In this version, the enemy

has magical capabilities similar to yours. To counteract this, there is a powerful negate spell available, which when used, prevents the monsters from casting spells. To get this, talk to a mage in the Lycaëum of Truth.



**Use the key to enter the library in the Lycaëum**

Another new feature in Ultima 2 is the magic spell book. This item keeps track of all spells that a character can cast. By talking to various people throughout the game, recipes will be revealed to

you. Know the proper herbs and the magic book shop will add the spell to your book. Then it's just a matter of having the proper reagents in your possession.

The character selection method has been enhanced. In Ultima 1, you set up the character as you please. In Ultima 2, you answer a series of questions and this determines not only your race but also which town you quest begins in.

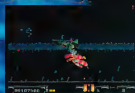
This is the RPG game we've been waiting for! With a larger and more complex quest, a larger variety of spells and monsters, Avatar continues the Ultima tradition.

BRING HOME BATMAN™ FOR YOUR SEGA 16-BIT!

# BATMAN™

You've heard of it, you've read about it, now here is your chance to own it! 16-Bit Batman is one of the most explosive games ever created, but unless you go to Japan you'll probably never see this sizzling soft on a store shelf! By entering this special EGM drawing, however, you'll have a FREE chance to take home this outstanding game and give Gotham City™ a real chance against the diabolical Joker™!

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## FILL OUT THIS QUESTIONNAIRE AND YOU COULD TAKE BATMAN HOME!

Simply answer the following questions about your game playing preferences and your name will be entered in a drawing for a Sega 16-Bit Batman cartridge. There will be only one winner, and all entries must be received by December 31, 1990 to be considered eligible. Submit all entries to: Batman Give-Away, Sendai Publications, 1920 Highland Avenue, Lombard, IL 60148.

Name: \_\_\_\_\_

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(rated 1-Best to 17-Least)

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Screen Play \_\_\_ High Scores \_\_\_ Game Over

## ENTER TODAY...AND SAVE GOTHAM CITY 16-BIT STYLE!

**RULES:** No purchase is necessary to be eligible. For a free entry form, send a SASE to the official entry address. Only one Batman cartridge will be awarded to a single winner chosen by random drawing. The decisions of the judges appointed by Sendai is final. The cartridge awarded is for the Sega Mega Drive system, but is compatible with the Sega Genesis. Sega, Mega Drive, and Genesis are all registered trademarks of Sega of Japan & Sega of America, Inc. All entries must be received by December 31, 1990. Sendai Publications assumes no responsibility for lost or misdirected mail. Winner will be notified by mail. Batman is TM and © 1989 DC Comics, Inc. All rights reserved.





**DUNGEON OF WRONG**  
(20, 126)  
The green stone is on the 8th level.



**CITY OF YEW** (43, 58)  
Janna's here. Rune is in jail cell. Talk to the flame.



**EMPATH ABBEY**  
(50,29) Get the Exotic Armor after achieving Avatar status.



**CAVE OF DESPISE**  
(67,91) On the fifth level you will find the Yellow Stone.



**CASTLE BRITANNIA**  
(107,67) Talk to everyone. Rune of Spirituality in hidden room.



**TOWN OF BRITAIN**  
(106, 83) Find Rune by Inn stairs. Look for Iolo the Bard.



**DUNGEON OF SHAME**  
(112, 58) Look on the second level for the Purple Stone.



**SKARA BRAE TOWN**  
(128, 22) Speak to the Ankh among others for information.



**TOWN OF PAWS**  
(146, 97) You will need the key to find the Rune of Humility.



**DESTARD DUNGEON**  
(168, 72) Find the Red Stone on Level seven.



**TOWN OF TRINISC**  
(181, 106) Harvest a rune then pick up Dupre.



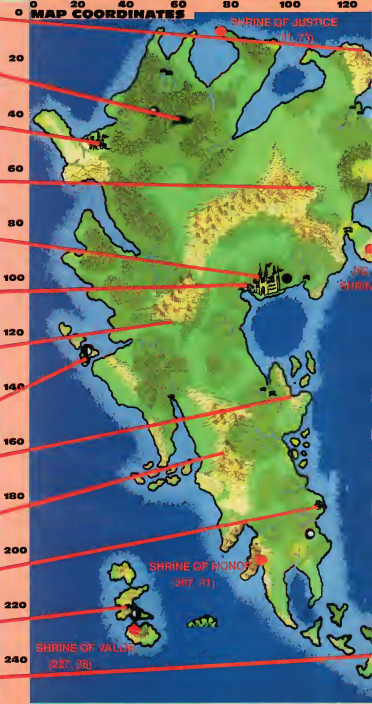
**TOWN OF JHELOM**  
(220, 38) Rune is well hidden, but geff is not.



**SERPENTS HOLD**  
(241, 146) Talk to Antos for clue to find Bell of Courage.



## MAP COORDINATES



DUNGEON OF WRONG (20, 126)  
The green stone is on the 8th level.

CITY OF YEW (43, 58)  
Janna's here. Rune is in jail cell. Talk to the flame.

EMPATH ABBEY (50,29) Get the Exotic Armor after achieving Avatar status.

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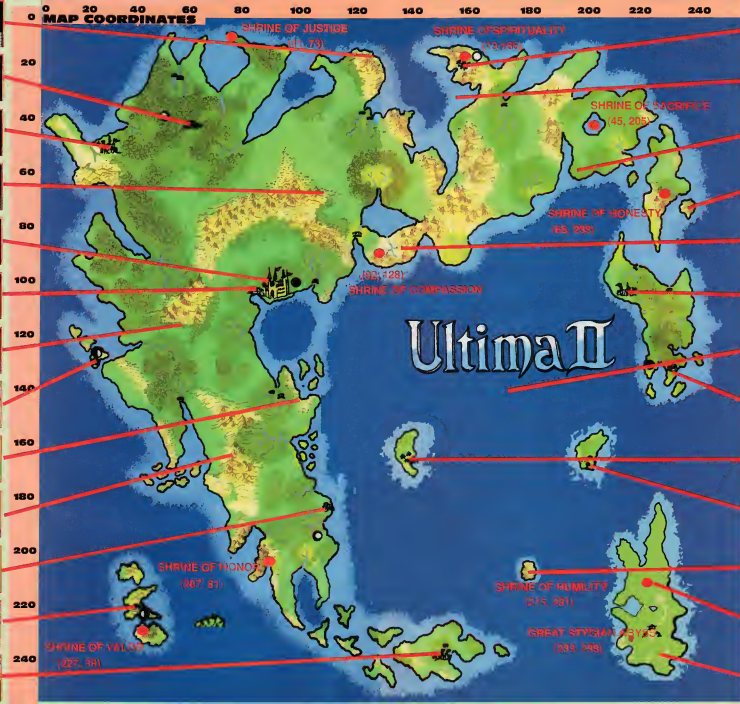
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DESTARD DUNGEON (169, 72) Find the Red Stone on Level seven.

TOWN OF TRINISC (181, 106) Harvest a rune then pick up Dupre.

TOWN OF JHELOM (220, 38) Rune is well hidden, but geff is not.

SERPENTS HOLD (241, 146) Talk to Antos for clue to find Bell of Courage.



TOWN OF INNOV (20, 159) Rune is in a hot place. Julius is ready to help.

COVETOUS DUNGEON (27, 156) In the Caverns the Orange Stone is on the seventh level.

TOWN OF VESPER (59, 201) In the Guild Shop use the Select button to buy Sextant.

DUNGEON OF DECEIT (73, 240) Search on the seventh level for the Blue Stone.

TOWN OF COVE (90, 136) Find the Candle to help light the way.

LYCAEUM OF TRUTH (107, 219) Reading is fundamental. Find a good book.

HORN ISLAND (145, 180) Search for the Horn which you need to get to Shrine.

MOONGLOW TOWN (135, 232) Three steps south (?), Mariah awaits combat.

BUCCANEERS DEN (157, 136) Magincia, the Horn and the Bell are all nearby.

MAGINCIA (169, 187) Katrina is waiting, but not much else.

SECRET SHOAL (208, 178) Dive in to find the Bell.

SHRINE OF HUMILITY (215, 231) Use the Horn to get past the Demons.

HYTHLOTH DUNGEON (240, 239) Find all three alters on the eighth level.

## SHRINE OF SPIRITUALITY

(19, 166)

## SHRINE OF SACRIFICE

(45, 205)

## SHRINE OF HONESTY

(66, 239)

128)  
6 OF COMPASSION

## Ultima II

## SHRINE OF HUMILITY

(215, 389)

## GREAT STYGIAN ABYSS

(239, 233)



**TOWN OF MINOC**  
(20, 159) Rune is in a hot place. Julius is ready to help.



**COVETOUS DUNGEON**  
(27, 156) In the caverns the Orange Stone is on the seventh level.



**TOWN OF VESPER**  
(59, 201) In the Guild Shop use the Select button to buy Sextant.



**DUNGEON OF DECEIT**  
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**TOWN OF COVE**  
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**LYCAEUM OF TRUTH**  
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**HORN ISLAND**  
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**MOONGLOW TOWN**  
(135, 232) Three steps south (?), Mariah awaits combat.



**BUCCANEERS DEN**  
(157, 136) Magincia, the Horn and the Bell are all nearby.



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**HYTHLOTH DUNGEON**  
(240, 239) Find all three altars on the eighth level.



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# SCREEN PLAY

## Elect6ronic Gaming and Beyond...

### IMMORTAL ACTION RETURNS TO THE SCREEN IN HIGHLANDER 2: THE QUICKENING...

In 1986 a fantastic motion picture flew into theatres before departing just as quickly. This little-seen action-adventure movie, *Highlander*, has since become a cult classic on video, allowing those who passed it by to finally experience this unrivaled extravaganza of science fiction and fantasy.

Those familiar with the first movie will remember that it detailed the life story of a man named Connor MacLeod. This particular life story, however, spanned more than 400 years! Connor, it appears, is of a very special race of immortals who travel the world, eliminating each other with precision cuts across the neck, until - as their fable tells it - only one survives. This victor is then given "the prize" a special gift that will allow the immortal to become human, but will influence the thoughts of every man on the face of the earth.

Very soon the second chapter of Connor MacLeod's life will be told in the upcoming motion picture, *Highlander 2: The Quickening*. Reuniting most of the cast for what is sure to be an explosive sequel!

While fans of the first movie will note that the ending leaves the possibilities of a sequel hard to find, the creative force behind the sequel promise to deliver a solid story that further chronicles Connor and his new adversary (played by Michael Ironside). *Highlander 2* sounds like it may be better than the first!



# HIGHLANDER

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And it could only come from Natsume! We think this new up and coming company shows great promise not only in their game "Shadow of the Ninja" but also in their next NES title - "S.C.A.T.!" That's why we gave Natsume our 1990 award for "One of the most promising game companies" of 1990!



In this excellent game you, or you and a friend in the 2 player cooperative mode, must fight your way through 5 levels of non-stop action using real ninjitsu weapons and moves! Then take on the huge bosses which many times fill the entire screen!

It's easy to enter, no purchase is necessary. All you have to do is send your name, address, age and phone number on a postcard to:

Electronic Gaming Monthly  
c/o "Shadow of the Ninja Contest"  
1920 Highland Avenue, Suite 300  
Lombard, Illinois 60148

All entries must be received by January 30, 1991 to be eligible. Watch for the April, 1991 issue of EGM to see if you won!

**Contest Rules:** All entries must be postmarked by January 30, 1991 and EGM or the judges are not liable for lost or misdirected mail. Void where prohibited. No purchase necessary to enter. The 10 winners will be chosen at random; odds of winning will depend on the number of entries submitted. The decision of the judges will be final. Employees and families of Sendai Publications are not eligible.

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## TOP SCORE CLUB

# VIDEO GAME HIGH SCORES

Effective October, 1990

### Game of the Month High Scores!!

This Month's Game...

## TARGET EARTH

### 1. Randy Lewis

**79,172,540**



Send Scores For...  
**SHADOW OF NINJA**  
All entries by Jan. 31

2. Tad Spencer
3. Mike Mack
4. Eric John
5. Jordan Stone

69,522,472  
64,015,596  
39,818,439  
23,434,589

**NINTENDO**

Game	Score	Player
Abadox	88,000	Mike Miller
After Burner	14,335,970	Jeff Yonan
Bad Dudes	699,990	Jad Funk
Batman	6,502,300	Jeff Adkins
Bural Fighter	100,000	Target Score
Contra	6,553,500	Josh Winter
Double Dragon	236,130	Josh Winter
Double Dragon 2	399,680	Chris Hoffman
Godzilla	9,646,700	David Wright
Guerilla War	219,400	Stefan Zarzynski
Karnov	534,500	Ralph Mendes
Marble Madness	76,800	Steve Ryno
Mega Man	9,999,700	Jaason Sinclair
Metal Gear 2	Finished	Sergid Strugar
Paperboy	191,300	Glenn Stockwell
P.O.W.	311,500	David Wright
Rad Racer	39,443	David Wright
Rampage	81,900	Leslie Ford
Road Blasters	999,999	Ralph Balgaglio
Robowarrior	701,800	Donn Nauert
Rolling Thunder	92,100	Ray Severance
Sky Shark	1,043,570	Jeff Yonan
Star Soldier	4,290,000	Edowland Charbonneau
Super Mario Bros. 3	9,999,990	Sergio Stugal
Tetris	307,879	Dean Enser
TMNT	2,184,100	Chris Hoffman

### WIN BIG WITH EGM!!

Now you can show off your game playing skills with your very own U.S. National Video Game Team jackets and T-Shirts. Each month the top score on our Game of the Month will be awarded a Team jacket and a cart of your choice. Four runners-up will receive official Team T-Shirts! Get your high scores in today!

Rules - All scores on Shadow of the Ninja must be received by January 31, 1991. If maximum scores are reached, the first five entries will be awarded prizes. All scores must be submitted on official Team entry forms an accompany a legible photo. Void where prohibited. Send SASE to High Scores, 1920 Highland Ave., Suite 300, Lombard, IL 60148 for an official entry form.

# CALL 1-708-916-3147 For Up-to-the-Minute High Score Rankings!!

**ARCADE GENESIS TURBO SEGA**

<b>Game</b>	<b>Score</b>	<b>Player</b>
After Burner	9,704,000	Jeff Yonan
Altered Beast	234,400	Alex Stamos
Double Dragon	610,370	Brian Gaudreault
Missile Defense 3-D	659,000	Joe Tadder
Out Run	55,626,340	Dan Lee
Rampage	744,865	Max Rockefeller
Rastan	2,828,800	Brian GauDreault
R-Type	1,128,500	Brian GauDreault
Shinobi	940,100	Brian Herrmann
Space Harrier	7,266,990	Bill Day
Thunder Blade	3,054,000	Bob McGuire
Time Soldiers	7,437,700	Rob Siegmann

<b>Game</b>	<b>Score</b>	<b>Player</b>
Allen Crush	999,999,900	Barry Bowman
Blazing Lasers	24,523,070	Jim Hakola
Bloody Wolf	2,194,300	Conrad Cheslock
Bonk's Adventure	849,080	Jason Wallnske
Cyber Core	9,999,900	Jim Hakola
Dragon Spirit	464,900	Steve Ports
Fantasy Zone	98,265,100	Brandon Fish
Fighting Street	547,600	Sergio Strugar
J.J. & Jeff	10,175,650	Chris Camera
Legendary Axe	4,246,450	Brandon Fish
Monater Lair	378,600	Mark Discordia
Side Arms	3,848,600	Mark Discordia

<b>Game</b>	<b>Score</b>	<b>Player</b>
After Burner 2	20,380,300	Dan Lee
Altered Beast	4,682,500	Lee Ventelcher
Air Diver	77,077,000	Scott Wimpalr
Curse	10,560,300	Jeff Yonan
Forgotten Worlds	1,694,100	Tony DeSilvy
Ghouls and Ghoats	1,559,700	Glenn Stockwell
Ghostbusters	11,326,000	Jonathan Paleologos
Revenge of Shinobi	6,029,800	Bradley Miksa
Target Earth	39,618,439	Eric John
Thunder Force 3	5,397,300	Martin Aleasi
Truxton	3,331,050	Tony DeSilvy

<b>Game</b>	<b>Score</b>	<b>Player</b>
1943	2,947,360	Brian Chapel
After Burner	68,588,000	November Kelly
APB	1,002,324	Greg Gibson
Diner (PIN)	89,220,000	Steve Ryno
Double Dragon	130,900	Brian Chapel
Hard Drivin'	529,800	Jerry Landers
Klax	3,205,000	Leong Su Chin
Out Run	49,050,270	Dan Lee
Smaah TV	12,624,000 (1 Play)	Greg Gibson
Super Contra	10,640,310	Martin Aleasi

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The hot arcade action game comes to the Sega 16-Bit as the largest cart yet: a full eight meg! Super graphics and plenty of challenge!

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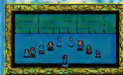
# GAME OVER!



**ADOL**



**LILIA**



After defeating Darm and restoring Y's to a state of peace, Adol and friends have a victory party!



**FEENA**



**DARM**



Adol faces the evil Darm at the Y's core in Solomon Shrine.



**THE END?**

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The characters pictured here will be slightly different on the screen.



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